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ZIFF DAVIS

September 2000
ISSUE 36

OFFICIAL U.S. PlayStation MAGAZINE

OVER 500 GAMES RATED

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METAL GEAR SOLID 2
SILENT SCOPE
ORPHEN
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FINAL FANTASY IX
PARASITE EVE II
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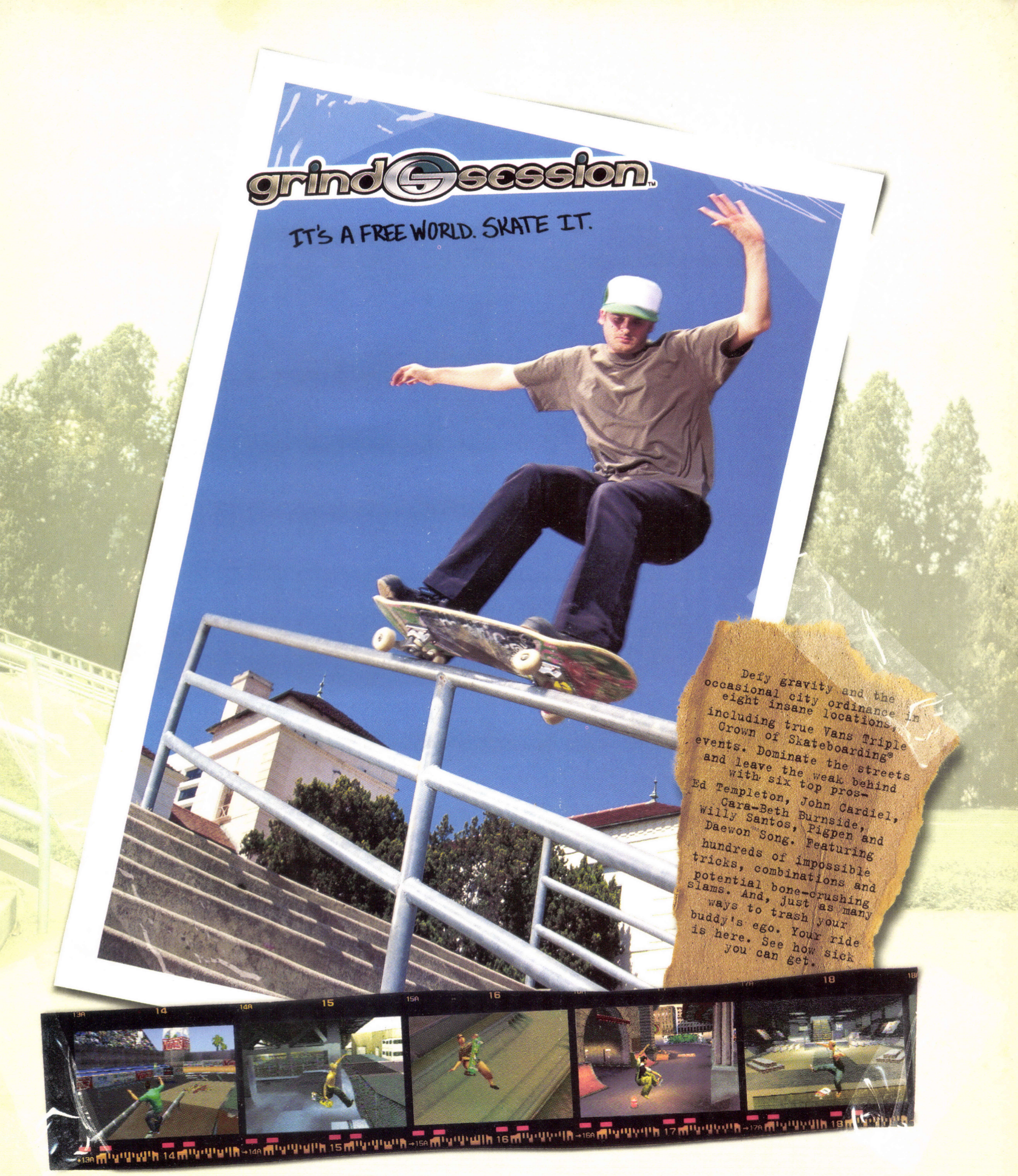
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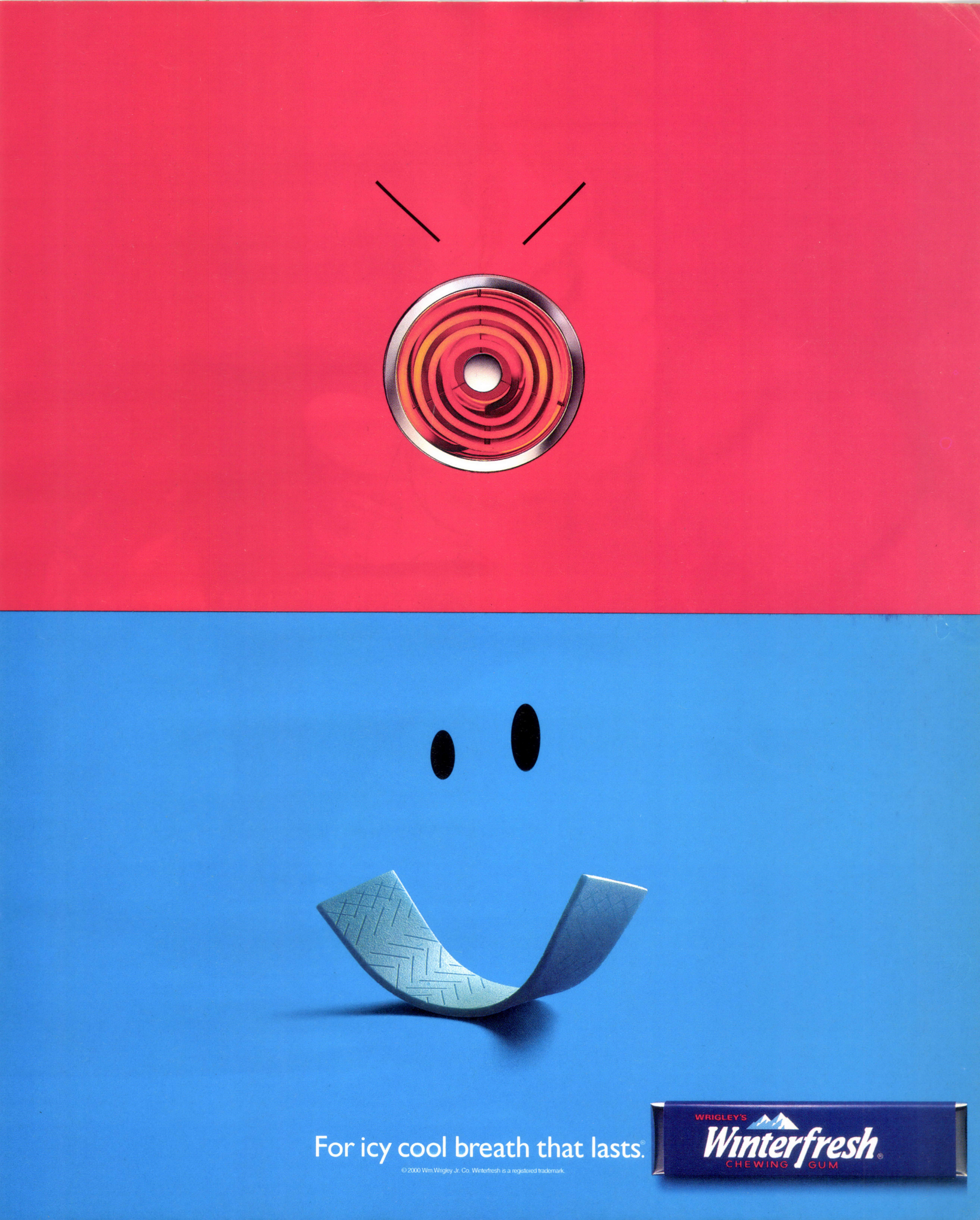
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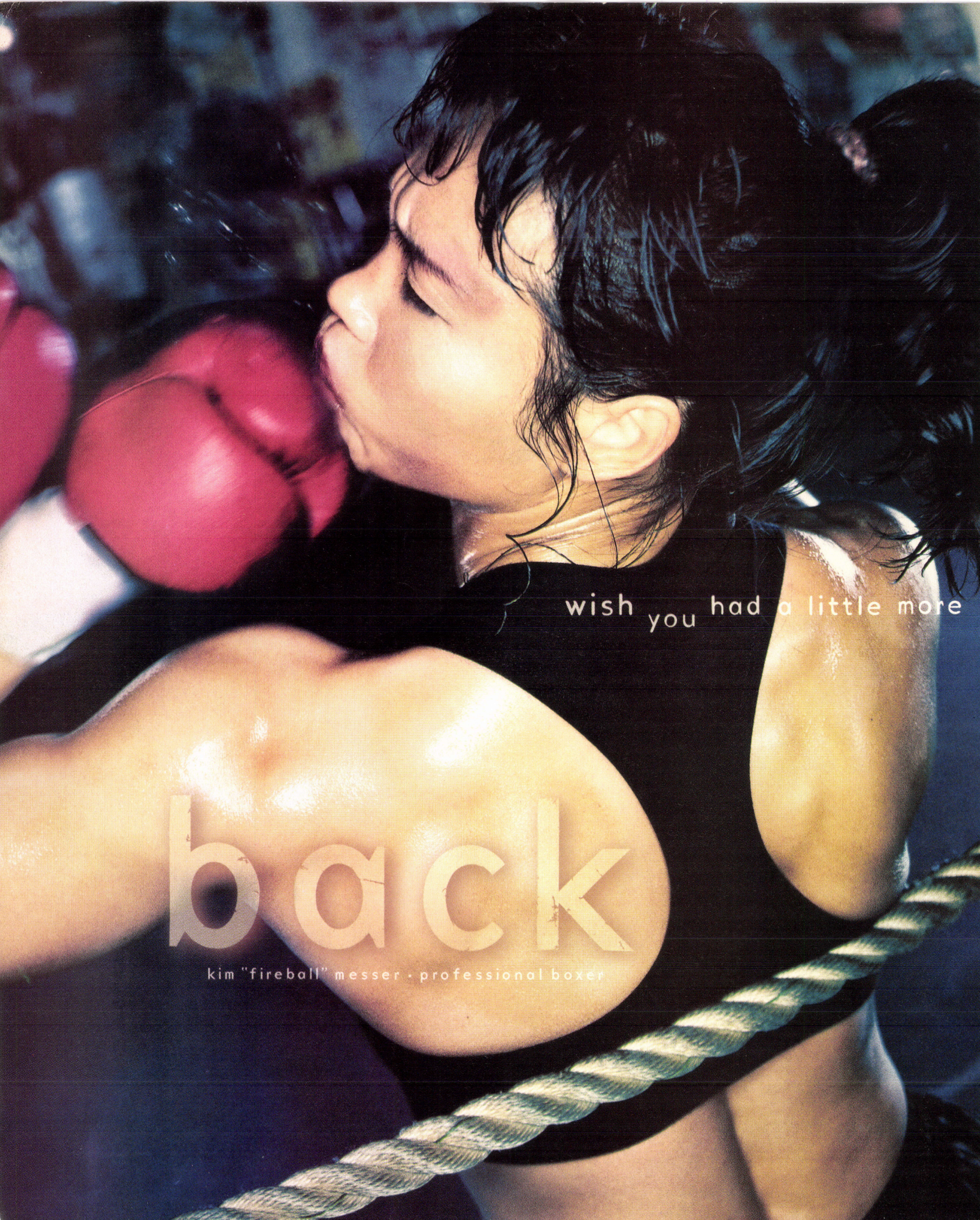
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The presenter of *The New Movie Show* on the FX Network (Thursdays, 10:30 p.m.), editor of Film Threat and regular columnist here on *OPM*. Chris is a busy man. Check him out at
www.filmthreat.com



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PIXEL PUSHERS
Our If We Ran The Video Game Industry feature is illustrated by the incredibly talented Kevin Kelly and Rebecca Swango at PIXELpushers Design in Dallas. If you want to see more of their stuff, check
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COVER STORIES THIS MONTH





LEGACY OF KAIN: SOUL REAVER 2 • 90

We visit Crystal Dynamics to see how the sequel to one of the PlayStation's most popular adventure games is shaping up. Check out our exclusive PS2 screens and information.



IF WE RAN THE VIDEO GAME INDUSTRY • 28

How often have you played a game and thought "wouldn't it be cool if they'd done this instead?" We outline what we think would be the best ideas to revitalize some tired concepts...and ask for your opinions too.



450+ HOT TRICKS • 108

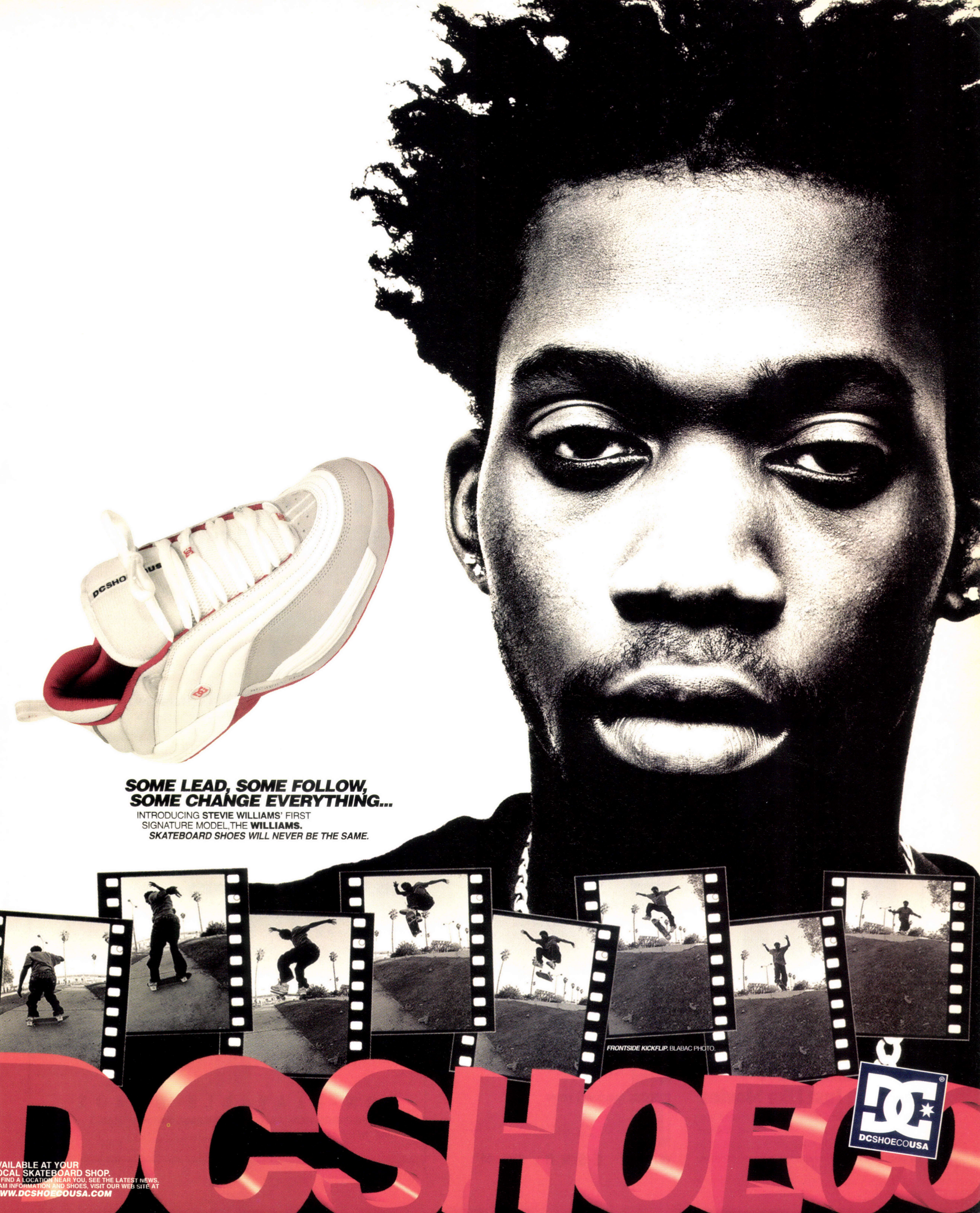
Tricks, tips and general tactics to turn all of you diligent, hard-working gamers into low-down, dirty, rotten cheats. Watch for Millionaire, Soul Reaver, Triple Play 2001, Mr. Driller, Legend of Dragoon and more.



PREVIEW MANIA • 68

Only two months to go until the PlayStation2 launches and our preview section gets more and more exciting each issue. Look out for even more Metal Gear Solid 2 shots, plus the gorgeous looking Orphen.

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Top Secrets • 108
Tricks and strategies for the games you're playing. WWF SmackDown!, Dragoon and more.





Holy Sh—!

John Davison
Editor in Chief

I was standing in the little booth area of the PlayStation store at the Metreon the other day...and that was the expression that I heard the most. Those of you who have been there probably know the area I'm talking about. There's a tiny area that's basically a hole in the wall in which there's an extremely large-screen TV. Playing on the TV for hour after hour after hour is a showreel of PlayStation2 footage that shows everything from GT2000 to Madden to Dark Cloud and much more. Every time the reel started playing a crowd would gather—kids, parents, weirdos, geeks, girlfriends that had been dragged in under duress—and when they saw what was on the screen, they were all dumbfounded, gobsmacked, speechless. If there's one thing that the PS2 can do, it's make a video games "non-believer" a true convert within about 20 seconds.

This is all just first-generation stuff, though. Already we're seeing more of what the machine is capable of thanks to next year's products like Metal Gear Solid 2 (we have more shots again this month) and this month's amazing cover-star, Legacy Of Kain: Soul Reaver 2. Only two months to go. Have you ordered yours yet?

Video Games Have Ratings, Just Like Movies

The Entertainment Software Rating Board provides information about video game content. ESRB ratings are intended as guidelines only; parents should still monitor minors' purchases.

EARLY CHILDHOOD RATING
Deemed Suitable For Children 3 Or Older. Products Carrying This Label Have Absolutely No Material That Would Be Considered Inappropriate By Parents.

EVERYONE RATING
The E Replaced The Previous K-A Rating Last Year. Suitable For Kids Ages 6 And Up, E-Rated Games May Contain Minimal Violence Or Crude Language.

TEEN RATING
Contains Suggestive Themes, Mild Or Strong Language And Animated Violence. Some Parents May Want To Supervise Children Playing T-Rated Games.

MATURE RATING
These Games Contain More Adult Themes, Such As Blood And Gore, Stronger Language And Sexual Themes. Deemed Not Suitable For Those Under 17.

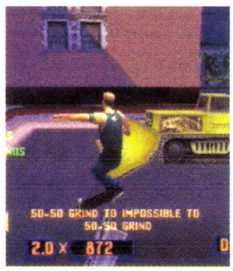
ADULTS ONLY RATING
The Extreme Of The Ratings, Suitable For Adults Only. Packs Sexual Themes And Extreme Violence. Console Manufacturers Have Yet To Allow An AO-Rated Game.

WWW.ESRB.COM

DEMO DISC THIS MONTH



PLAYABLE DEMOS



GRIND SESSION

Ready to save your knees from a vicious pavement scraping? What about grinding along the rafters of a run down warehouse-turned-skatepark? Grind Session puts a board beneath your feet, cargo pockets on your pants and a thrasher-prepped pair of kicks on your feet so you can execute sick moves that mortals only dream of.

DAVE MIRRA FREESTYLE BMX EVERYONE RATING

Get on your bad motor...er, bicycle and ride. Master the dirt in the demo and take to some gnarly ramps for some sweet handlebar-spinning heights. Grind a tough rail after a 360 can-can. Throw a tabletop or a backflip into the mix to wow the crowd. This one has over 1,300 daring moves, so get to tapping in every direction and then modify your sweetest moves by getting way up and going with no hands and no feet!

RAYMAN 2: THE GREAT ESCAPE EVERYONE RATING

It's Rayman to the rescue, and who better to save the day than a hero without arms or legs! You'll get a good taste of what Rayman's capable of in the jungle level, but nothing beats the hair-wringing helicopter jump.

MS. PAC-MAN MAZE MADNESS EVERYONE RATING

The same classic principle applies: Swallow down as many yellow dots as you can while avoiding those meddling ghosts. You'll only be able to gluttonize your way around the first level, but it's enough to give you a good sense of the game. And who doesn't love the sassy Ms. Pac-Man swinging around the tight corners of a maze, even for just one level?

TYCO R/C RACING EVERYONE RATING

All that praying for yet another cart racing game has paid dividends, everyone! Ahh, yes, Tyco R/C Racing is making its play to be the next great cart racer, so check out the one available track for yourself. This one has the feel of Crash Team Racing (which will definitely make it a treat), but beware of the floaty camera.

NON-PLAYABLE DEMOS

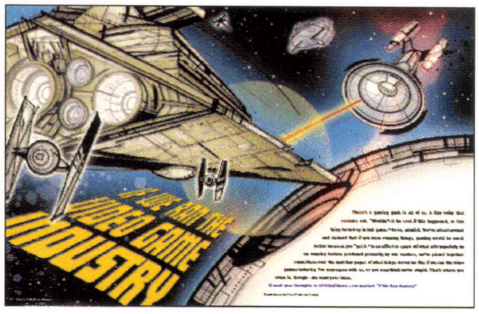
CHRONO CROSS, NCAA GAMEBREAKER 2001, MAT HOFFMAN'S BMX, NFL GAMEDAY 2001

SPECIAL FEATURES



FUNK SOUL BROTHER LEGACY OF KAIN: SOUL REAVER 2 • 90

We talk about religion, redemption, story-telling, good versus evil, Gnosticism, the delights of the PlayStation2 and other light topics with the creators of Soul Reaver 2. Want to know what happens after the cliffhanger ending of the first game? We've got info that should whet your appetite for the PS2 sequel.



IF WE RAN THE VIDEO GAME INDUSTRY • 28

More sex! More violence! Let's see some more interesting licenses. How about Star Wars vs. Star Trek? Or N'Sync vs. Backstreet Boys? Lara vs. Indy? Why aren't games funny? We throw out the suggestions for what would make gaming more interesting.



SILENT SCOPE • 68

The controversial sniper game, or 'murder simulator' as our friends on Capitol Hill like to call it, kicks off our huge previews section this month. Can Konami make it work with just a joypad? We've played it...and yes, it works beautifully. Check out new screens of Metal Gear Solid 2, Dynasty Warriors II and Orphen.

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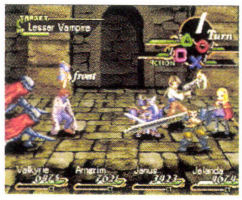
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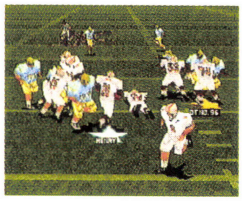
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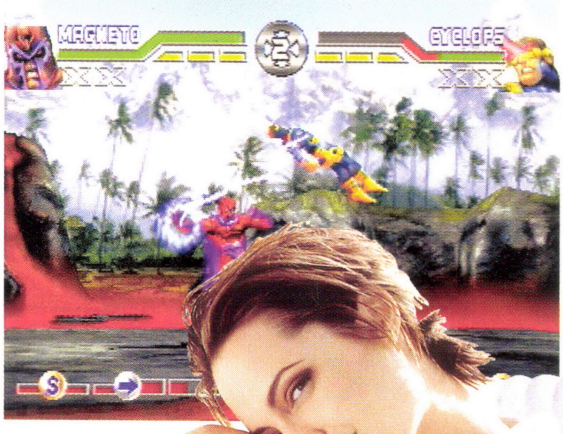






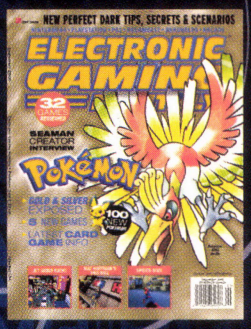
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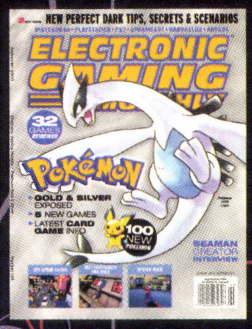
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- The First with Big Gaming News!
- The Latest Gaming Gossip!
- Exclusive Previews!
- Cool Tricks for All Game Systems!

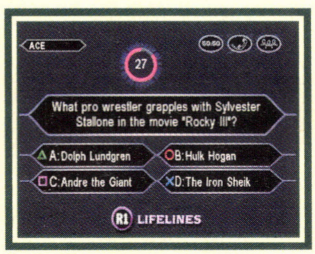
September 2000

Electronic Gaming Monthly

FEATURES
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REVIEWS



Good news, now you get to be the genius that blew the easy question.



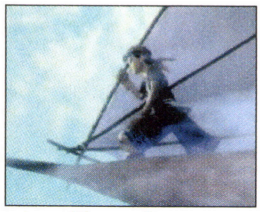


Okay, smarty pants, strap on your thinking cap and let's get down to business. Who Wants To Be A Millionaire: 2nd Edition, is now on PlayStation. Six-hundred questions, plenty of topics, 3 Lifelines, even a 2-player Fastest Finger round. It's just like the TV game show, only without all the commercials. Real questions, real drama, real Regis. And, yes, that is our final answer. (Sorry, we couldn't resist.)

WHO WANTS TO BE A MILLIONAIRE 2ND EDITION

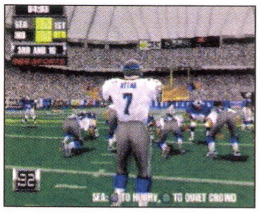
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Non-Playable Demos



Chrono Cross

Players: 1 • **Availability:** August • **Developer:** Square • **Publisher:** Square EA • **Genre:** RPG



NFL GameDay 2001

Players: 1-8 • **Availability:** August • **Developer:** 989 Sports • **Publisher:** Sony CEA • **Genre:** Sports



Mat Hoffman's Pro BMX

Players: 1-2 • **Availability:** Nov. • **Developer:** Runecraft • **Publisher:** Activision • **Genre:** Extreme Sports



NCAA GameBreaker 2001

Players: 1-8 • **Availability:** Nov. • **Developer:** 989 Sports• **Publisher:** Sony CEA • **Genre:** Sports

Next Month's Demo Disc

Playables:

Bust-A-Groove 2, Sno-Cross Championship Racing, Muppet Monster Adventure, Team Buddies, RC Revenge, Sydney 2000

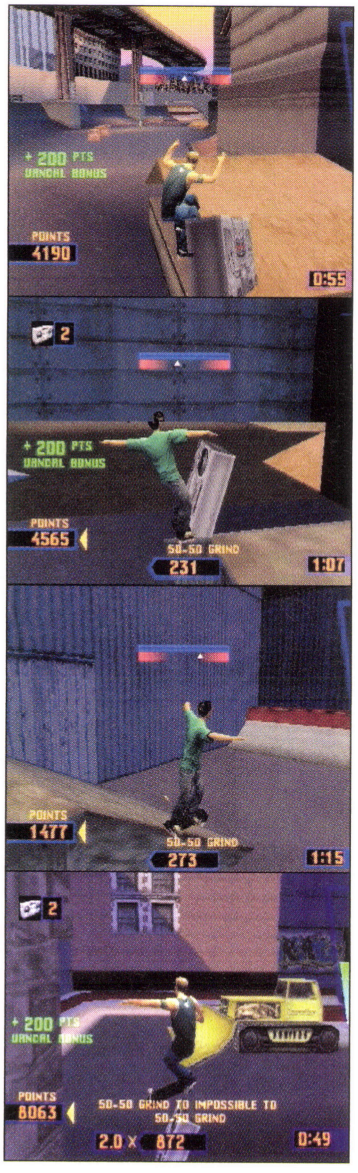
Non-Playables:

Spyro: Year of the Dragon, Crash Bash, Rayman 2

EVERYONE E CONTENT RATED BY ESRB

△	Grind	L1	Spin Left
□	Flip	L2	Free Look
○	Grab	R1	Spin Right
✕	Accelerate/Ollie	R2	Tech Bonuses

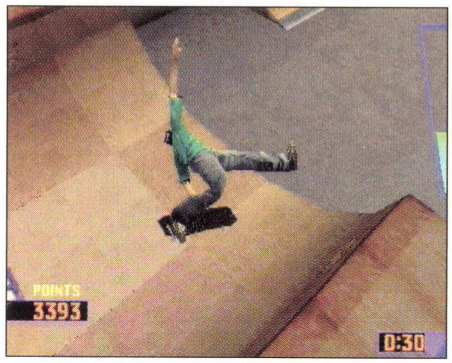
Players: 1-2 • **Availability:** Now • **Developer:** Shaba Games • **Publisher:** Sony CEA • **Genre:** Extreme Sports



Kickin' It With Style

In and of themselves, regular old grinds aren't very exciting. But when you string multiple grinds together and combine them with a kickflip here or there, it can be just as impressive as a killer aerial trick. Just be mindful of your balance meter so you don't biff.

Grind Session

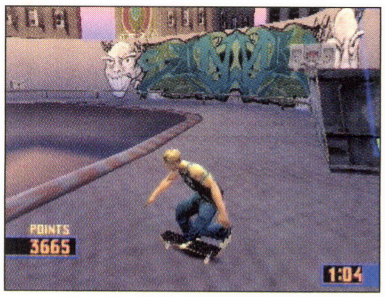


What is it?

A tricky question indeed. Depending on your point of view, Grind Session is either an excellent skateboarding game or a shameless ripoff of Tony Hawk's Pro Skater. In any case, skateboarding fans have been treated very well recently, and Grind Session is definitely worth a look.

What to expect in the full game:

A total of eight full levels, two of which are point competitions; six skating pros to choose from, including Ed Templeton, Willy Santos and a fellow named "Pigpen;" a variety of skating locales including Detroit, Atlanta and New York City; a complex trick system; multiple level objectives; punk rock, punk rock and more punk rock.



Our advice:

Fortunately, most of your pre-existing THPS prowess can be transferred to the trick system in Grind Session. Use the X button for all your ollie needs, and while you're in the air combine board flips (Square button) and grab tricks (Circle button) to rack up the points. Not all tricks are done this way, though. Hit start to bring up the trick list for those requiring multiple button combos. For the more grounded skater, a tap on the Triangle button after an ollie launches you into a grind (combine multiple grinds for...get ready...a grind session!). The two available skaters aren't much different, so just pick whoever you think has the cooler haircut (we prefer the unkempt look of Ed Templeton). While in New York, concentrate on the grind combos, as the course lacks an ideal area for successive aerial tricks. Rack up your score with grind combos so you can get the necessary Respect Points to open up Slam City—then go to town in the "Triple Crown" of skateboarding competition: street, vert and best trick.

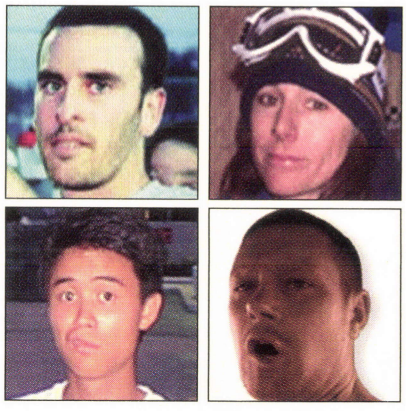


***OPM* psychic sez:**

For a good year now, almost every magazine on the planet has had no less than 23 monthly mentions of Tony Hawk's Pro Skater (and for good reason). Since Grind Session defines the term "imitation," comparisons are inevitable—and it appears that the old theory is again proven true: A copy isn't quite as sharp as the original (although this one comes darn close). Check out the July issue for *OPM*'s full review.

The New Faces of Skating

We all know who Tony Hawk is (and if you don't, go read *OPM*'s in-depth interview back in the July issue). But who exactly are the featured skaters in Grind Session? As you might expect in the skateboarding culture, there are quite a few distinct characters. According to his Web site (www.edtempleton.com) Ed Templeton enjoys veganism and painting his wife in the nude. Cara-Beth Burnside is an Olympian snowboarder and a 1998 X-Games champion, as well as being a rather competent skateboarder. Born in the Philippines, Willy Santos had to resort to skating on decommissioned U.S. Air Force bases. And the man they call Pigpen? A mystery wrapped up in an enigma wrapped up in a flour tortilla.



Rayman 2: The Great Escape





The limbless wonder returns to the PlayStation in a sequel that has already garnered much praise on the other platforms. A band of troublesome Robo-Pirates has captured and enslaved the denizens of the planet—and it's Rayman to the rescue. Our hero must collect four masks and summon the spirit of the world to set things right. The demo consists only of the first jungle level and there's not that much to do, but it's a good place to get a feel for the basic mechanics of the game. Practice helicopter jumping (use your shadow to judge where you're going to land), and be sure to look out for the aerial bombers when crossing the already unstable bridges. Rayman 2 also makes good use of the dual analog setup—left stick for movement and right stick for jumping and attacking. It takes a while to get used to, but feels a bit more natural than using the regular method. The completed version features 20 huge levels of colorful and varied landscapes. It's quite remarkable how Ubi Soft's conversion looks on the PlayStation hardware—Rayman 2 certainly lives up to the high standards it reached on the other systems. Platforming fans are in for a treat.



Impassable abyss? Just hurl some energy and swing to safety.

EVERYONE E CONTENT RATED BY ESRB

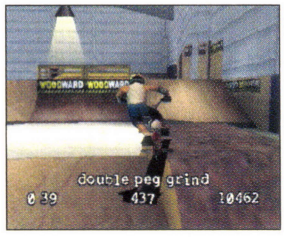
△	Show Status	L1	Rotate Camera
□	Shoot	L2	Target Enemy
○	Not Used	R1	Rotate Camera
✕	Jump	R2	Not Used

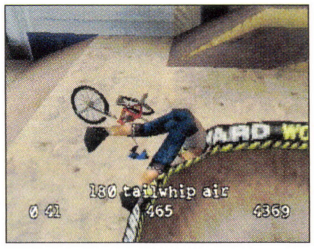
Players: 1 • **Availability:** September
Developer: Ubi Soft • **Publisher:** Ubi Soft • **Genre:** Action

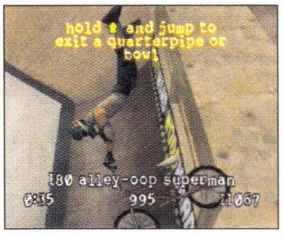
Dave Mirra Freestyle BMX

Quite the extreme disc we have this month, wouldn't you say? It was only a matter of time before the extreme sports genre turned its head to bicycles, and Acclaim's signed on all-star bike jockey Dave Mirra to be the frontman for their newest creation: Freestyle BMX. The (still incomplete) demo version has some wacky-if-inaccurate physics. To get maximum air, try to keep up your speed by holding up on the D-pad, and then press the X button just as you're about to launch from a ramp. The Square button is for flip tricks and the Circle button serves as your modifier (hmm...). What to look for in the final version: eight selectable bikers; a total of 12 courses, with street, offroad and vert areas; a HORSE-style competition (hmm...); level objectives that will undoubtedly open up new areas (hmm...); and a potentially cool "Gnarliest Crash" competition. Let's hope Acclaim can add a bit more to make Freestyle BMX stand out in a genre that has quickly been flooded. (And don't forget to check out the video clip of Mat Hoffman's Pro BMX, also on this month's disc.)









EVERYONE E CONTENT RATED BY ESRB

△	Grind	L1	Spin Left
□	Big Air	L2	Spin Left
○	Modifier Trick	R1	Spin Right
✕	Jump	R2	Spin Right

Players: 1-2 • **Availability:** Q4
Developer: Z-Axis • **Publisher:** Acclaim • **Genre:** Extreme Sports

Ms. Pac-Man Maze Madness

Since last year's Pac-Man World was so well-received, it's only natural that his better half gets her own game (after all, Pac-Man promoted gender equality long before it was cool). The demo offers the first stage, which for you seasoned puzzle-solvers will seem rather elementary but gives you a good taste of the overall game. The full version will offer tournament-style levels, four-player matches and, of course, the original Ms. Pac-Man arcade games. Most of the mazes feature jump pads, finding keys and, like any good puzzle game should, moving large blocks into different configurations. There are many complex strategies involved in Maze Madness—when to use Power Pellets, how long it takes for the ghosts to respawn, and when to go for the fruit are all factors one must consider. Want our advice? Eat the yellow pellets and avoid the ghosts. It may seem simple, but it has worked for so many.



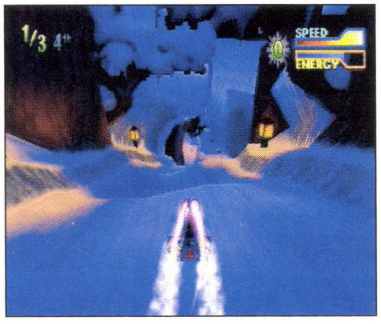
EVERYONE E CONTENT RATED BY ESRB

△	Zoom In	L1	Not Used
□	Zoom Out	L2	Display Status
○	Zoom In	R1	Not Used
✕	Zoom Out	R2	Not Used

Players: 1-4 • **Availability:** August
Developer: Namco • **Publisher:** Namco • **Genre:** Action

Tyco R/C Racing

Either every single person on this planet loves cart racing, or the development community has been doing some bad research. Either way, here's Tyco R/C Racing ready for test drive. If you're not prone to motion sickness and can get past the floaty camera, give the demo track a try. All the standard cart racing rules apply here. Look out for the small underpasses in the middle of the track; running into the outcropping support can cost you precious seconds. The overall feel of the game is a lot like last year's Crash Team Racing, which bodes well for the finished product. The completed R/C Racing will feature a tournament mode as well as a battle mode, and good performance is rewarded with unlockable cars and abilities.



EVERYONE E CONTENT RATED BY ESRB

△	Change Camera	L1	Special (with R1)
□	Quick Turn	L2	Not Used
○	Use Pickup	R1	Special (with L1)
✕	Accelerate	R2	Not Used

Players: 1-2 • **Availability:** August
Developer: Lucky Chicken • **Publisher:** Mattel • **Genre:** Racing

Disc Problems?

Did you buy a copy of our magazine that did not contain a demo CD? Simply send the receipt in an envelope marked "OPM Replacement Disc" to the address below with the name and address of the store plus your phone number and address and we'll send you the disc. Make sure you specify which month the corresponding disc belongs to in order to ensure you get the right one.

Also, if you have a malfunctioning or non-working demo disc, call SCEA at 1-800-345-SONY. They will provide instructions to obtain repair or replacement services.

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PlayStation 2









From the creators of GoldenEye®

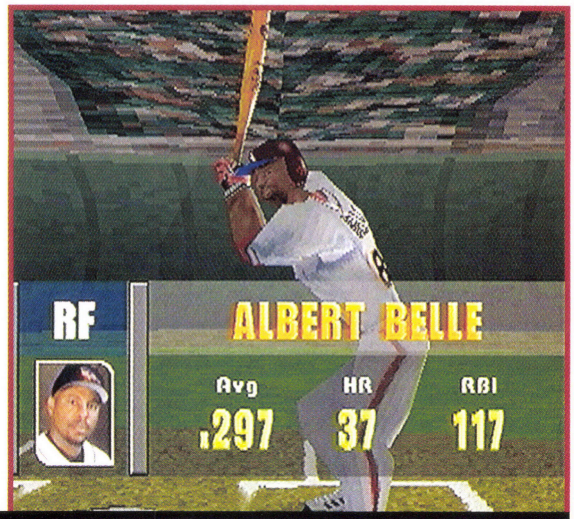
Death has never been faster.

TimeSplitters™

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LETTER OF THE MONTH

Do you think you have what it takes to write the Letter of the Month? Send us your video game expositions (you don't even have to agree with us!) and you too could win an official *OPM Box Of Joy.*

Copycat RPGs?

Sorry to say this, but I'm getting sick of all these RPGs that are coming out. There's hardly a speck of originality in them. I think I know why, too. Square made it big with FF7, everybody knows that. Now all these developers think their games should be similar in some respects to the big hitter Squaresoft. I'm sick of stories that deal with one badass, low personality character who wants to "save the world" from "ultimate evil," and his parents died so he wants to avenge their deaths as well. I know that's the basis of all RPGs, but can't developers spice it up a little? I'm glad that some games are slipping away from the random battles. I think everybody is sick of that. Battles in an RPG shouldn't become tedious and boring; they should be challenging (and rewarding) enough to where you can choose when you want to fight.

PmikeEEE@aol.com

Check out the mini-feature in our Spin section ("If We Ran the Games Industry...") to see what we think of the current state of RPGs and other genres, and what companies should do to make them better.

Raggedy to Riches

I really want to be a millionaire. Unfortunately, I couldn't get past the $100 question in your August issue. It seems that Raggedy Ann's brother has changed his name since I was kid. It used to be Andy, not Randy. I want another trip to New York, another chance at the big bucks and another chance to see Regis. I could have been a contender. I could have been somebody.

Alecat15706@aol.com

That was merely our attempt to emulate the show and its occasional error, like in the Great Lakes fiasco during *Millionaire's* opening run. OK...so maybe Chris goofed. He's been punished accordingly, forced to watch a marathon of that "other" Regis show until he's seen more interviews with Celine Dion and Susan Lucci than any human being should rightfully be subjected to. He won't let it happen again.

I am a long-time reader of your wonderful magazine, but I thought your review of High Heat 2001 in your May 2000 issue was a bit harsh.

I am a baseball NUT. I own TP2001, MLB2001 and High Heat 2001, and which one do you think I play the most? High Heat. Why? Yes, it has poor graphics, and yes, the play by play is quite boring, but it's what a real baseball game should be. In Triple Play and MLB, your ninth place hitter can jack out 50 freakin' homers a year! But in High Heat, not even your cleanup guy can hit 50 homers—unless maybe if you're batting with Sosa or McGwire, of course. So you tell me, which game is more real? The one with good graphics where you can win every game 15-5, or the one where the graphics aren't so great but the player is rewarded with the most realistic outcomes? High Heat 2001 puts your baseball knowledge to the test as a player and as a manager, so you can do what's right for the team. Just like they say you can't judge a book by it's cover, well, you can't judge a game by it's graphics.

Patches876@aol.com

One of our main issues with High Heat is it's graphical inadequacy. It really spoiled the "realism" and "feel" of the experience. For example, each time you see a player close-up it looks like his face is constructed from fragments of lava-seared volcanic rock. The gameplay is certainly there, and with patience it's not difficult to figure out that it's actually a pretty competent baseball game. We would never judge a game simply based on its graphical style, but there are visual cues required to enhance a sports game that just aren't there in High Heat. Hopefully the inevitable yearly updates to the series will enhance the experience.

Cruel Intentions

I was looking though your "25 Games You Must Play" feature and I have to say I agree with you for the most part—but that's beside the point. I was looking at the pics of Metal Gear Solid: Sons of liberty and couldn't believe they were actually part of the game. They'd even be good as a movie clip! I felt like having some fun so I covered up everything else and showed my brother the pics and told him it was part of a Metal Gear movie that was coming out. Now, he's only nine, but not dumb. I've tried stuff like that

Screen Caption Contest



Every month we run a pic, and it's your job to come up with a witty caption that makes us laugh so hard our heads fall off. E-mail your captions to **OPM@ziffdavis.com** and mark the subject **CAPTION CONTEST**. The new contest picture (above) shouldn't cause too much trouble for you.



WINNER!

Hey, watch it, buddy. I'm not *that* kind of Packer!

Christopher Taber

cbtaber@students.wisc.edu

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before and he knows I'm not telling the truth, but this actually worked. I told him what I know about the plot and he was still believing it. I made up some actor and told him he played Solid Snake. I even went back to the previous *OPM* and showed him pics from that too. Later on he found out I was lying because I left the magazine on a table and he read the part I had shown him. Oh well, it lasted a few hours...
Mike Slavin
Jujitsu12@aol.com

Your cruel, sadistic ruse inspired us. Following your lead, we pasted some huge screenshots of Silent Scope (see this month's PS2 Previews) around fellow editor Todd Zuniga's cubicle, and told him the snipers were after him. As far as we know, Todd is still cowering under his desk in fear for his life.



Axe to Grind

I am writing to you about your review of Grind Session in the July issue of your magazine. YOU GAVE GRIND SESSION A 4 OUT OF 5! What is that all about? This game is b-o-r-i-n-g. I can't believe you even compared it to Tony Hawk's Pro Skater by calling it Tony Hawk 1.5 when it's really about Tony Hawk 0.0000000000015! The people that made this game should be ashamed of themselves, because the game just plainly sucks. Is there anyway you can change the review to 1 out of 5? Why'd you do it?
Frisch6969@cs.com

Certainly Grind Session is no Tony Hawk, but it's still a good diversion for gamers desperate for some new skating challenges. Admittedly, a finished Grind Session doesn't hold a candle—or half-pipe or knee pad or whatever—to the version of Tony Hawk 2 that's been floating around the office.

Come On, You Boobs!

I like your new look and the copy seems vastly improved as far as being more inclusive of female readers like myself. But, there still seems to be some preoccupation with breasts. I'm sure we'll see less and less copy devoted to something so irrelevant to games. I will only cite the E3 convention pages—if females make up such a teeny-tiny percentage of video game players, why were they featured in three-fourths of the pictures, many of them wearing revealing clothing? And why chop off the heads of the



QUESTION OF THE MOMENT

This month you discuss Jim Ryan's crusade to enforce video game ratings. Next month, we'd like to turn your attention to the PS one. Will you buy it? And will you still play PS one games when the PlayStation2 arrives? E-mail your thoughts to OPM@ziffdavis.com. Mark your notes PS one.

As far as this attorney general goes I'd like to strap him down and make him watch *The People vs. Larry Flint* until his eyes melt.
Colleen Johnson
dwlocal@hotmail.com

Do they really think that if people stopped playing video games that all the violence in America would stop? Even if there were no video games, there'd still be violence in the media.
William Gonzalez
gonzalez.w@worldnet.att.net

What Mr. Ryan says doesn't mesh with what his actions express—and it doesn't seem all that constitutional either. His actions are basically saying: "I'll use my position of authority to publicly chastise a political scapegoat, in order to manipulate the public, to further my career as attorney general, and establish my 'Pure' reputation by attacking something that's already demonized."
Ron Rodriguez Jr.
bartdacat@earthlink.net

One of those 7% of M-rated games happens to be Metal Gear Solid! If I want to buy MGS2 that means I can't! Most likely it will be M-rated.
Robert Foss
blovus@mobile.att.net

Jim Ryan and others like him will never see the facts of the situation because they don't want to. They go forth in their self-righteous crusade on something that's overly publicized, quickly judged and easily blamed to look as if they're doing good for society. In fact, they're only denying the general public freedom of choice while the real problem festers underneath a poorly applied Band-Aid.
Anthony.good@dot.state.wi.us

QUICK HITS

HELLA GELLAR
Are you guys going to keep running Sarah Michelle Gellar pics? It would be a cool idea if you did.
Scott Sockwell
Redding, CA

It's not just that she's a real beauty. More importantly, she's actually in a video game.

SPIDER-HAWK
What are the chances Spider-Man will be a secret character in Tony Hawk's Pro Skater 2?
Andrew Bassler
IamsoGreat@webtv.net

We'd have to say it's not likely. Maybe it's a contractual thing with Marvel, or maybe the hardcore skaters don't want a web-slinger in the game. We'll keep you posted.

LEAD TIME
How long does it take to write an issue?
Trinh Nguyen
scihang@aol.com

We're going to say . . . a month.

BIG MAG NAG
You're magazine is floppy and hard to hold.
Jack Pryor
Kent, WA

What ever happened to using two hands to hold a magazine? A bit of simple math shows that bigger pages hold more game-related information.



"I'd rather have my hand in a blender, my head pooped on by a monkey and my legs covered in acid than play three seconds of that crap."

women at the top of the page, not to mention the person they're standing with, if not to show off cleavage? Please give it a rest. I don't buy *OPM* to catch a glimpse of...well, let's just say, I rely on *OPM* to give me good gaming tips, reviews and articles. I leafed through the whole issue and never once felt shut out or disgusted.
Marianne Campbell
Maricam@pacbell.net

There's no question the video game market has, for a long time, been male-dominated. But as the audience changes and grows up (which is definitely for the best), so do we.

PS2 Perversion

I don't know what the heck these Vivid perverts are thinking! I'd rather see action packed RPGs and high-speed racing games than stupid porn games on the store shelves and on the Internet. That's just what I think, but I have a feeling a lot of kids my age (11) are thinking the same thing. Pulling M-rated games out of stores is another thing; Resident Evil and Grand Theft Auto are really good games, but both rated M.
atktiger@cs.com

We're certainly curious about the directions the PS2 will take the gaming market. But we're also well aware that the inclusion of a DVD player makes the system more than just a games machine, as Vivid is out to prove. Only time will tell what happens.

$9.99 Nightmare

What the hell were you guys on when you reviewed Spec Ops? You guys were w-w-way too generous. One whole disk? I'd rather have my hand in a blender, my head pooped on by a monkey, and my legs covered in acid than play three seconds of that crap. I would give it -500 disks if it were possible
Soul_reaver32@hotmail.com

We're currently looking into a -500 disc rating for instances such as these.

Let Them Play! Let Them Play!

I am writing because I strongly disagree with Michael Belt's letter in the July 2000 issue of *OPM*. My children are discovering video games, but think games like Crash and Spyro are sissy, lame and kiddie. I like games with girls, guns and gore, and so do my kids. I love the Resident Evil series, Dino Crisis and Tenchu, and so do my kids. What I'm getting at is this: Let kids play what they want to play. If they want to kill people in games, why not let them? I mean, kids are smart; they know the difference between games and real life. And even you, Michael, said using violence in games is stress relieving for you. What about kids?! It also can relieve stress for them. Michael, you teach your children and I'll teach mine, but for God's sake, let kids have fun with games and let them play what they want.
Nick Perreault
Beulah, ND

PC on PS2? No Way

A friend of mine who I've known to make up crap said the PlayStation2 could play computer games. Is there any truth in this or does he just smell funny?
Layton
Glen Ellen, CA

We hate to be the bearers of bad news, but that unpleasant odor is the crap from your buddy's mouth. If you read *OPM* every month you wouldn't be so easily duped.

THE SOAP BOX

Recently I bought a bunch of older first- and second-generation titles, and in all honesty I'm more impressed with some of these older titles than I am with the new ones. I'm running through Final Fantasy VII for the third time and it's still stunning to me. Some of the game makers are, I think, looking back to make today's titles better. The Legend of Dragoon has taken some major cues from the Final Fantasy series and produced a Class A title that every good role player should own. I've also run through Metal Gear Solid and some of the Resident Evil titles—and if one hasn't yet picked these gems up, go out now and do so! I bought the entire series for under $40 and it's been worth every cent.
Coarey Trim
AFewCoins@aol.com

Got something you want to rant about? Get on our soap box and vent. E-mail us at OPM@ziffdavis.com and mark the subject line SOAPBOX

QUICK HITS

SPLELING
You are compleat idiots.
Marianne Parker
vampkestrel33@hotmail.com

Oh, the irony...

SPITOONS
If they want baseball games to be so realistic, then why don't they give players the ability to spit?
Mike Connors
ddmconn@aol.com

No response can logically counter the genius of this question.

READERS' MOST WANTED
1. Final Fantasy IX
2. Metal Gear Solid 2
3. Chrono Cross
4. Silent Scope
5. Tekken Tag Tournament
6. Spider-Man
7. RPG Maker
8. Soul Reaver 2
9. Gran Turismo 2000
10. NHL 2001

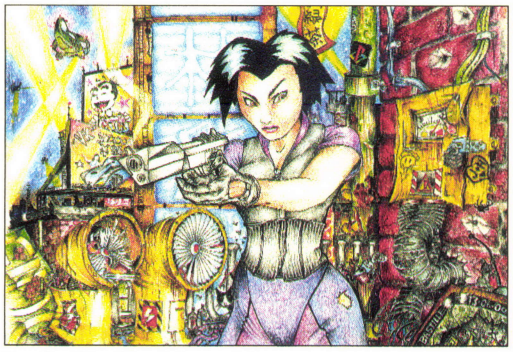
E-mail your most wanted list to **OPM@ziffdavis.com** Mark the subject MOST WANTED.

The Reader Art Challenge

Each month we pick one exceptional piece as our Reader Art of the Month. The winner will have his/her piece published and will receive a new game or game-related item in the mail—so include your mailing address with all submissions. This month, though, we had two outstanding pieces of art, so we named them both winners!



Mark Anderson, Cleveland, OH

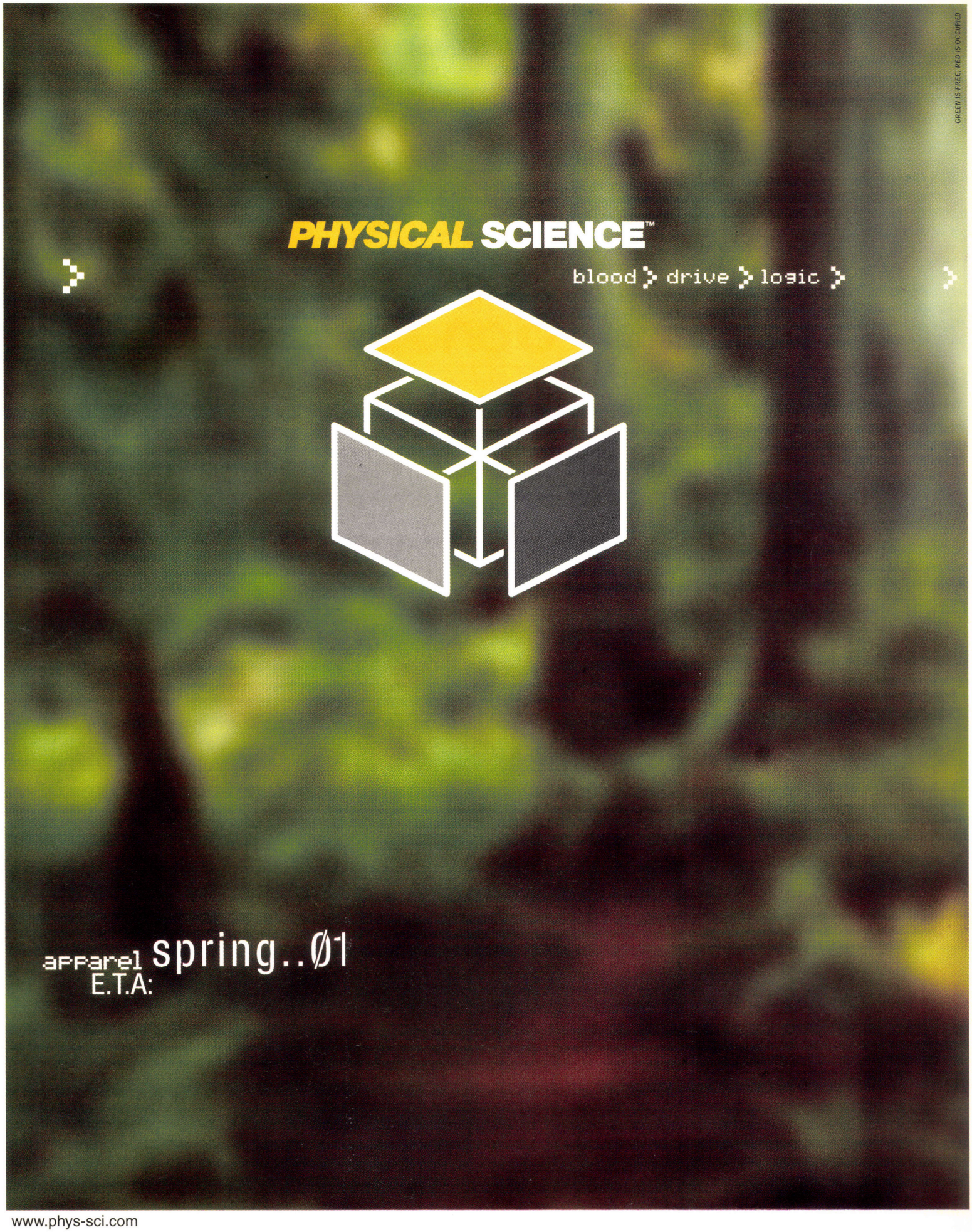

Jian Bastille, New Orleans, LA

Official Contest and Sweepstakes Rules

OPM READER ART CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send an original piece of game-related art along with your name, address and phone number to "Reader Art" Official U.S. PlayStation Magazine, P.O. Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization or household per month. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The number of winners and the odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Reader Art Winners List," P.O. Box 3338, Oak Brook, IL 60522-3338. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM CAPTION CONTEST Official Contest Rules:
1. No Purchase Necessary: To enter, send an original caption for the designated screen shot on a standard-sized postcard containing your name, address, and phone number to "OPM Caption Sweepstakes" PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of Ziff Davis Media Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive one (1) video game or one (1) video game-related item as determined by Ziff Davis Media Inc. Grand Prize has an approximate retail value of $20-50. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Quote Contest Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

OPM LETTER OF THE MONTH Official Contest Rules:
1. No Purchase Necessary: To enter, send a letter or standard-size postcard containing your name, address, and phone number together with your comments to "OPM Letter of the Month", PO Box 3338, Oak Brook, IL 60522-3338. No purchase or payment of any money is necessary to enter. One entry per household. All entries must be handwritten. Mechanically reproduced entries will not be accepted. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become exclusive property of ZD Inc. and will not be acknowledged or returned. Ziff Davis Media Inc. assumes no responsibility for lost, mutilated, late, illegible, incomplete, postage-due or misdirected entries. 2. Prizes: One Grand Prize winner will receive a box containing various items from the OPM offices. Grand Prize has an approximate retail value of at least $10. Winners will be selected by a judging panel whose decisions are final. Winners shall be selected from all valid entries received. All entries will be judged on the following criteria by OPM editors, whose decisions are final: (50%) originality and (50%) creativity. Entries containing obscene language will be disqualified. All prize winners will be notified by mail. Prize(s) are non-transferable. No substitutions of prize(s) are allowed, except at the option of Ziff Davis Media Inc. should the featured prizes become unavailable. 3. Odds of Winning: The odds of winning will be determined by number of valid entries received. 4. Eligibility: Contest open to residents of United States and Canada. Void in Quebec. Non-compliance with the time parameters contained herein or return of any prize/prize notification as undeliverable will result in disqualification. Winners or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt or forfeit prize. By acceptance of prize, winner(s) agree to the use of their name and/or likeness for purposes of advertising, trade or promotion without further compensation, unless prohibited by law. Neither Ziff Davis Media Inc., nor its affiliates, subsidiaries, divisions or related companies are responsible or liable for any damages, taxes or expenses that consumers might incur as a result of this contest or receipt of prize. 5. Winners List: For a list of winners, send a stamped, self-addressed envelope identifying the month for which the winners list is requested to "OPM Letter of the Month Winners List" at the address listed above. Allow 4 weeks for delivery of winners list. 6. Restrictions: Void where prohibited or restricted by law. All federal, state and local regulations apply.

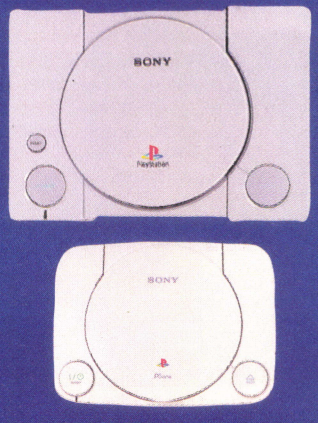

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SPIN

PS one™

You really won't believe it until you see it. You've read about how small it is, you've seen the dimensions, and you've heard people say how diminutive it is, but until you actually see it, feel it and hold it, you can't appreciate how precious the PS one really is. Provoking all kinds of responses, from "aww, ain't it cute!" to "ohmigod, it's sooo tiny," our newly hatched PS one in the office has become something of a secret pleasure to everyone on staff. People just keep picking it up and smiling. The picture over there on the right-hand page is a full-size PS one. Really. Those of you familiar with some of Sony's more luxurious products, like the recently released DVD Discman, will no doubt notice that it's not much bigger. **No deeper than a CD case** and only a little bit wider, the system is about as small as you could imagine it ever getting. How did they do it? Well, thanks to the technology for PS2, the guts of the PlayStation now take up hardly any room at all. Factor in the fact that the power supply unit for the system is now outside of the box, rather than in—and there's not much left to take up the space. Now that PS one is in production, **it will completely replace the familiar PlayStation unit.** Stock that's in distribution and in stores at the moment is pretty much the last of the current generation. Not that the old PlayStation is going to be a collector's item or anything. **There are now 73 million PlayStations in the world**, and Sony anticipates selling another 8 million before the end of the year. U.S. release dates and prices have not yet been set, but expect it to appear in stores before the PS2. We'll keep you posted on the price. In the meantime, enjoy its immense cuteness, and check out the system compared with the existing unit below.

IT'S SO CUTE!



What about that LCD screen?

Not set for release until early next year, the new screen for the PS one is going to completely change the way you can play with your PlayStation. Clipping to the back of the unit, the screen will allow you to play your games away from a TV. The intention is not to make PS one a "portable" like Game Boy or Neo Geo Pocket Color, but more like a "mobile" device to played in the car, on camping trips or when travelling on a plane. The new power supply setup allows you to power the system from a outlet in a car or (feasibly) from some kind of battery pack. As with the system itself, there is no U.S. release date for the screen yet. We'll keep you posted.



SPECS

Height: 38 mm
Width: 193 mm
Depth: 144 mm
Weight: 550 g

Original WipeOut Crew Take On the PS2

You may not have heard of the developer Curly Monsters, but you've surely heard of its games. In the early years of the PlayStation, many of the crew were employed by Psygnosis and were responsible for masterminding such titles as WipeOut, WipeOut XL and Colony Wars. The team split off from Psygnosis to start up Curly Monsters and developed the recently released N.GEN Racing. We recently caught up with Curly Monsters lead designer Nick Burcombe to talk about racing and the team's future with the PlayStation2.



OPM: Are you working on a sequel to N.GEN Racing now that the PS2 is available?
Nick Burcombe: N.GEN really is at the limits of what the PlayStation could do at 30 frames per second. In many ways the concept was too big for PS1, which has led to the omission of a lot of features and technical tricks that would be relatively easy on the next-generation consoles. Knowing the power of these new consoles, N.GEN was probably a little ahead of its time. Perhaps it should have been a launch title on a next-gen console? With regards to its sequel, we can't divulge any information at the moment, but we'll keep you informed.

OPM: As you've worked more and more with the PS2 hardware, what are some strengths and weaknesses that you've come across?
NB: PS2's hardware is excellent—its only real problem is that it couldn't possibly live up to the hype. While it's true that it's quite tricky to get the best out of it, developers who can really master it will stand out.

OPM: What of the problem of jagged edges ("jaggies") found in early PS2 games?
NB: All the latest consoles, DC and PS2 included, suffer from aliasing problems, and it's really not that big a deal. The real problem with the early PS2 stuff is that it suffers from a lot of interlace flicker as a result of bad mip-mapping and careless texturing. This really makes aliasing problems stand out. However, the big danger is that if the press and the public perceive this to be a huge problem, then developers will have to waste an awful lot of processor time and polygons in fixing it. Naturally this could result in games that are visually less impressive, but at least there won't be jaggies. I wonder if "gamers" are really that bothered by it anyway.

OPM: Are you guys really into racing games?
NB: Personally, I find racing games one of the most satisfying genres to play. It's instant, it's fast and it can be very exciting when done correctly. WipeOut, WipeOut XL and N.GEN are all twists on the theme, and this is very much the theory behind Curly Monsters. Rather than just doing "me too" games, we like to put a new angle on things we do. We will definitely work in other genres, but we're also intent on expanding genre horizons. As for what else we want to do to the racing genre, you'll hear soon.

OPM: What are your plans for the PS2? Can you give us a little bit of info on your first game?
NB: No, not until it's signed. Suffice to say, it'll be funky—and OPM readers will be among the first to know.

MGS2 DVD by the Numbers

326
of times people forgot it was a video game

143
of "holy sh—s!"

7100:1
Ratio of raindrops to spent bullets (and there were lots of empty shells)

27
of bottles of good cognac shot to oblivion

14
of grisly bullet-heavy, blood-splattering deaths

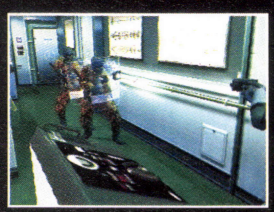
3409
of kids now planning to purchase fake IDs saying they're 17 (MGS2 is M-rated)

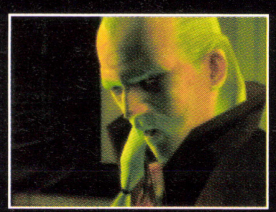
2
of people who still believe that the first Metal Gear on the NES is superior to MGS2

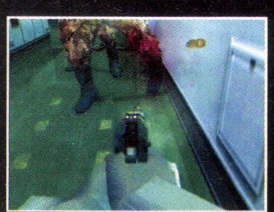
42
of visible split ends in Snake's mullet

108
of people who broke into tears

Metal Gear Solid DVD Wows Japanese Viewers



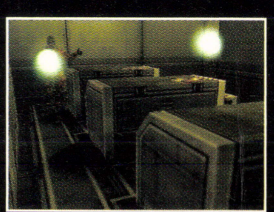
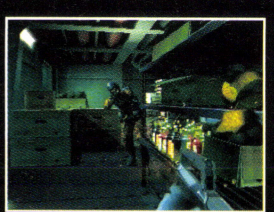
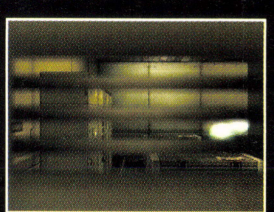



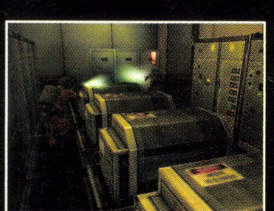




As if we weren't excited enough...

Lucky Japanese gamers are now able to see the Metal Gear Solid 2 trailer that we've been raving about so much since this year's Electronic Entertainment Expo (E3). Konami recently released its MGS2 DVD in Japan, and we just had to pick up a few copies. Along with the mind-blowing MGS2 trailer comes lots of E3 crowd reaction and interviews. There's also some behind-the-scenes footage of Hideo Kojima (Metal Gear's creator) at the show. It's too bad this won't be coming out in the U.S.!







OFFICIAL VIDEO GAME

His legs take him 200m in 19.32 seconds.

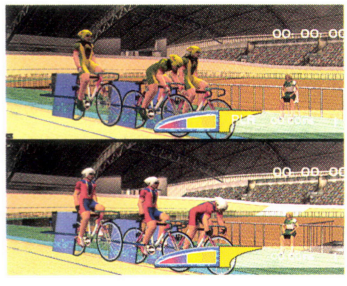
3-Time Gold Medalist Michael Johnson

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Dreamcast.

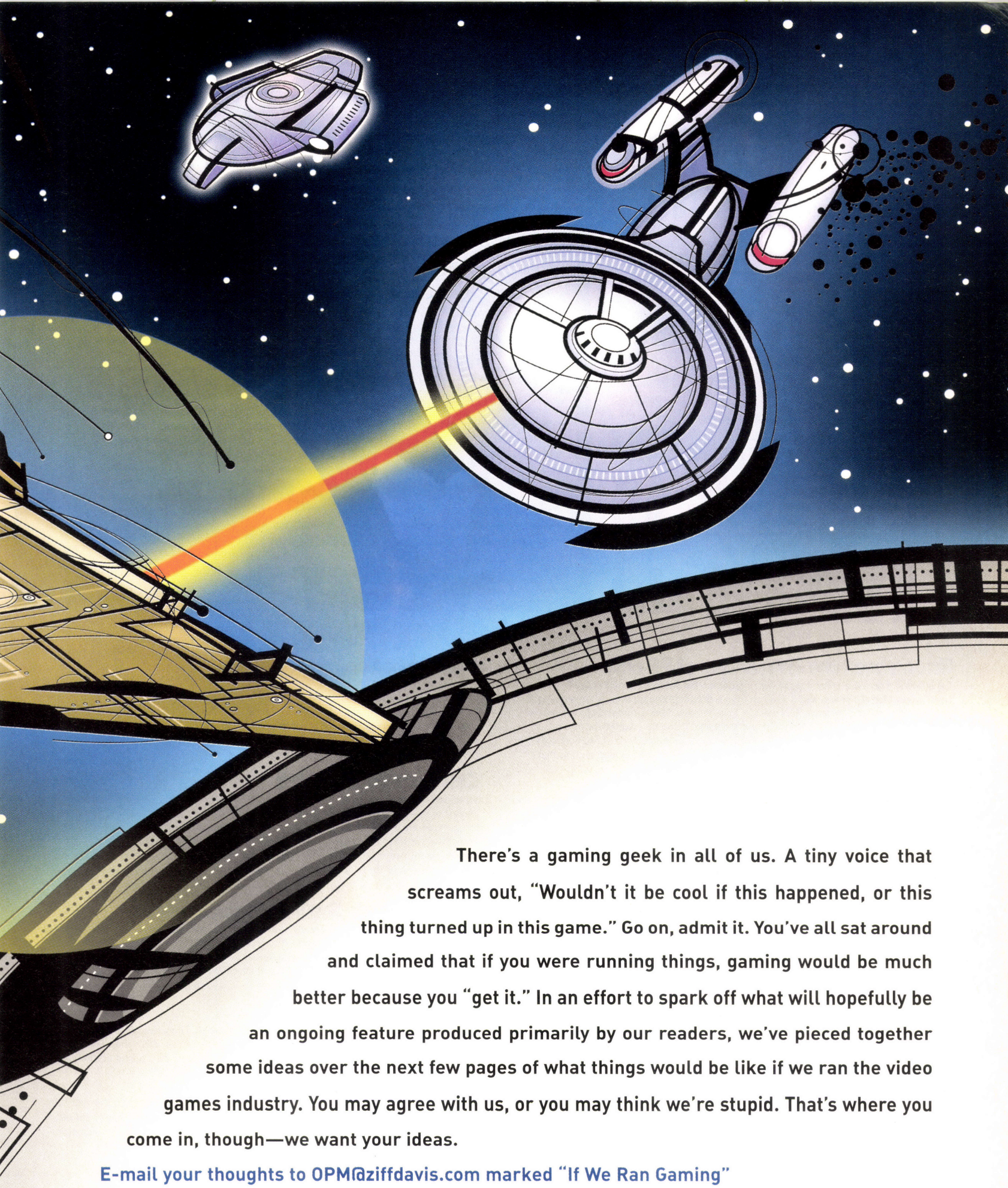
PlayStation

PC CD

PUBLISHED BY EIDOS INTERACTIVE

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FUELING THE
VIDEO GAME
INDUSTRY



There's a gaming geek in all of us. A tiny voice that screams out, "Wouldn't it be cool if this happened, or this thing turned up in this game." Go on, admit it. You've all sat around and claimed that if you were running things, gaming would be much better because you "get it." In an effort to spark off what will hopefully be an ongoing feature produced primarily by our readers, we've pieced together some ideas over the next few pages of what things would be like if we ran the video games industry. You may agree with us, or you may think we're stupid. That's where you come in, though—we want your ideas.

E-mail your thoughts to OPM@ziffdavis.com marked "If We Ran Gaming"

Illustrations by Pixel Pushers Design

SPIN

Look, Snake, that mullet is frickin' ridiculous, it's time to get a new do



Understand the Limitations of PS one

Let's face it, there are some crappy-looking games out there right now. The PS one has been around for five years, and if you can't get a graphics engine to look fab and spanky by now, why bother? The guys at Neversoft have already done a remarkable job with a solid 3D engine for the system, and it's apparent that it can be adapted for all sorts of tasks. We have their phone number if you'd like to get in touch. As for graphical style, why not take a look at what the system is actually capable of and design around that?

Build the Perfect Mascot

When it comes to gaming icon and pop-culture heroism, Crash is well on the way but still not quite in the same league as some of his competitors on other systems. No one is sleeping under a Bandicoot bed sheet just yet. Here's our quick guide to video gaming superstardom:

1) Must appear in all genres without reaching overkill (action, platform, adventure, RPG, fighting, puzzle, sports and racing).
2) Must survive across system generations.
3) Must appeal to all ages.
4) Cute, but butch enough that guys appreciate it.
5) Sense of humor/sex appeal.

Mascots in waiting? Mr. Driller could have what it takes; after all, who doesn't like a midget with a huge power tool? Alternative lifestyle practitioners may dig him too.

Let's Get Some Style

Snake, that mullet is frickin' ridiculous, it's time to get a new do. Game characters seem to be imbued with a sense of style locked in a bygone era. The mullet, while a damn fine classic, isn't the haircut of a hero. Tight-fitting spandex isn't quite the style statement that it was when Poison were rock heroes. Let's give our heroes and heroines a makeover.

Variety Is the Spice of Life

In real life—you know, the thing that goes on "outside"—gang leaders don't employ clones to do their dirty work. They also don't insist that everyone wear the exact same thing. Bad guys aren't always buff. Or guys, even. Let's start seeing some variety to the enemy characters we see in games. It wouldn't hurt to step outside the sci-fi world for inspiration from time to time either. Big robots are cool...but not in every game.

Blaxploitation

"Where you going, Shaft?"
"I'm going to get laaaaaaaiiiiid."

How cool would it be to take some of these slick, cheesy and oddly sexy movie situations and make 'em interactive? Driver and numerous others have touched on the theme (often badly, as in Mortal Kombat: Special Forces); let's jump in with some groovy character-driven stuff, though. Some game heroes with more ethnic and racial diversity wouldn't hurt after all.

Celebrity Deathmatch

Wrestling is starting to reach overkill...we need something to spice it up. How many times can we marvel at how great Goldberg's delts look before it gets old? How about we take the remarkable power of those great wrestling engines and harness them to achieve something for the greater good? Let's go to the record companies and get some teen idols to rip into each other Celebrity Deathmatch-style. Throw the Backstreet Boys in the ring to whale on N'Sync's pretty little faces. It's a concept that works for MTV, and making it interactive would rock. Who's got the balls and the licensing muscle to do it first?

Downloadable Stuff for Sports Games

We don't actually "need" a completely new game for *every* sport *every* year. With the PS2 skewing heavily toward online gaming, and a cell phone-based Internet connection coming soon for PS one, let's see games updated as and when we need it. New rosters and lineups could be downloaded every week and saved to memory card, and real-life stats could be pulled from the Web. A sports game could evolve just as the real season does.

Music Games

People do want to play the music games on sale in Japan. There are loons out there who actually paid $300 to import Samba de Amigo for the Dreamcast. All Konami BeMani games should be released ASAP. But Artdink's oddities should be stopped at the border.

Better Endings, Dammit!

Gamers play for hours and hours and hours to reach the end, and what do they get as a reward? Very little. Sometimes nothing. Let's see some cooler endings. Sports games could use some reward treatments, too. If a player works through an entire season or tournament and wins, surely some kind of fanfare is appropriate?

IN SPACE, NO ONE CAN HEAR YOU SCREAM FOR YOUR MOMMY.

Galaga

Destination EARTH



ALL NEW CHALLENGE STAGES!

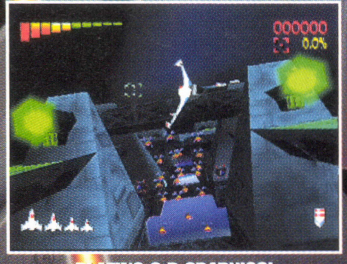


9 GIGANTIC, ALL-NEW WORLDS!



MULTITUDES OF ALIEN ENEMIES!

Wave upon wave of pitiless alien attack craft stand between you and an Earth worth living on. This is the all-new GALAGA. There is no diplomacy. No alliances. No sissy strategy. Just a warp-speed plunge into the teeth of a relentless alien armada. It's simple...destroy all spaceships...or run screaming into the cold vacuum of outer space. Consider yourself warned.



BLAZING 3-D GRAPHICS!

EVERYONE E CONTENT RATED BY ESRB
Mild Animated Violence

PlayStation

PC CD ROM

HASBRO Interactive

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Outdo EA Sports

Someone needs to take a fresh look at sports games and deliver something genuinely new and different. At the moment everyone is just battling it out to do basically the same thing over and over again. If Konami or 989 are ever going to steal the crown, we need to see some more innovation. While the copycat updates each year continue, we're never going to see the genre elevate beyond graphical tweaks and neat-looking menus and videos. Just because EA Sports does it a certain way, doesn't mean it HAS to be like that.

Funny Games by Funny Dudes

One minute we're blowin' off zombies' heads, the next minute we're being eaten alive by dinosaurs. Wonderful games, fun elements, but *way* too serious. What the video games industry really needs is a comedy. Why not have the Farrelly brothers (*Dumb & Dumber* and *There's Something About Mary*) draw up a script involving some love-torn protagonist chasing dopily after a leggy dame? It's a simple film yarn that could easily be spun into a humorous game. And if you think the Farrelly brothers are too far-fetched, or too disgusting, why not give *Clerks* and *Chasing Amy* writer/director Kevin Smith a chance to plunge feet first into an RPG script? The long-winded chatterbox pokes lots of sarcastic, character-driven fun while heralding all the difficult angles of the human spirit.

Enough Extreme Sports Already!

Tony Hawk's Pro Skater may have revitalized the genre somewhat, but that doesn't mean we need to see a zillion copycat games that all offer basically the same thing.The next round of "extreme" sports are BMX games. Whoop-de-doo. And you know what? They're pretty much skateboarding games with a guy on a bike crushing his nards on the crossbar instead. Just because X-games are cool doesn't mean that all video X-games are. If we have to be subjected to the genre quite so much, let's see some more clever adaptations like Sega's awesome Jet Grind Radio.

Crossover Appeal

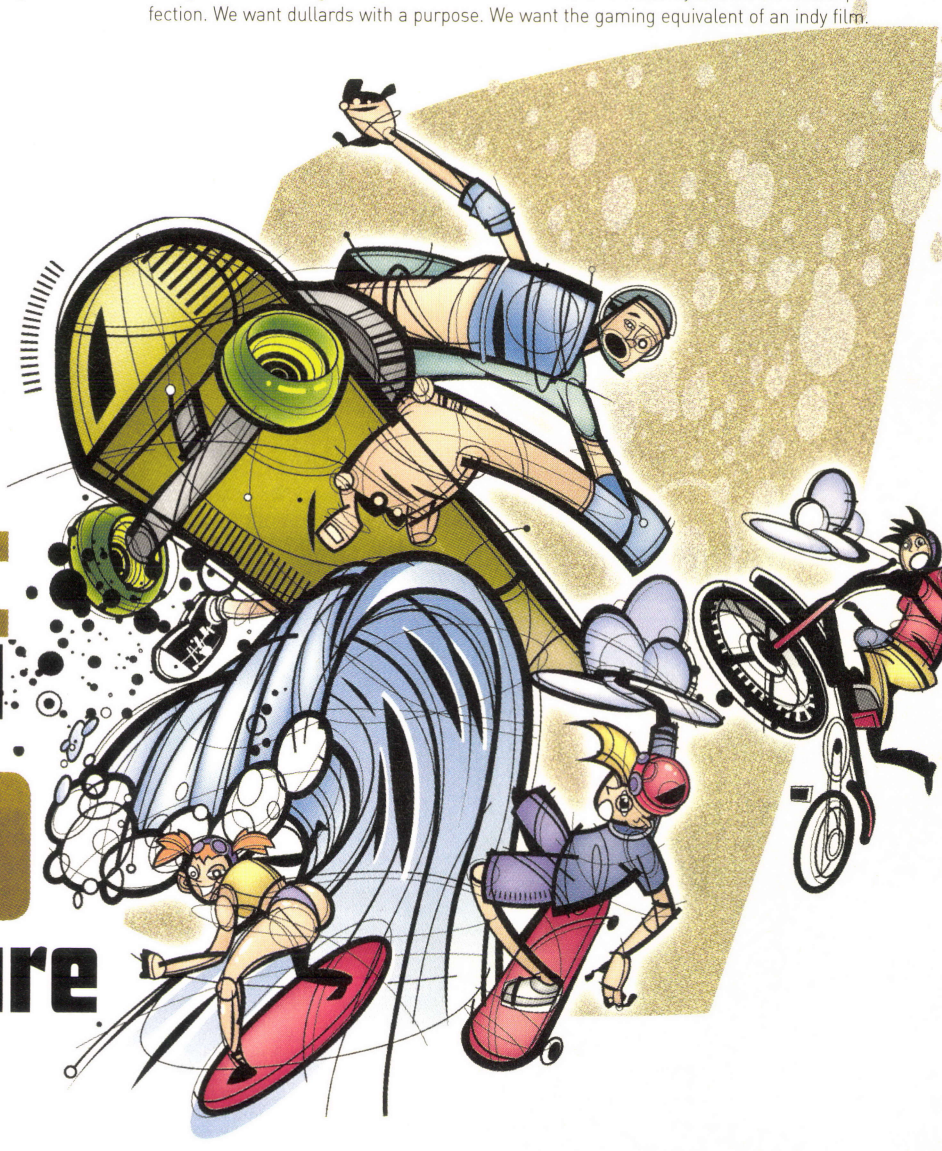
One way to potentially spice things up is to take different franchises and bring them together under one roof. It's worked for years in the comic book industry, and sci-fi fans have been gagging for an Alien Vs. Predator movie for as long as anyone here can remember. Crossovers rule. Let's see some neat ideas. Here are a few of ours:

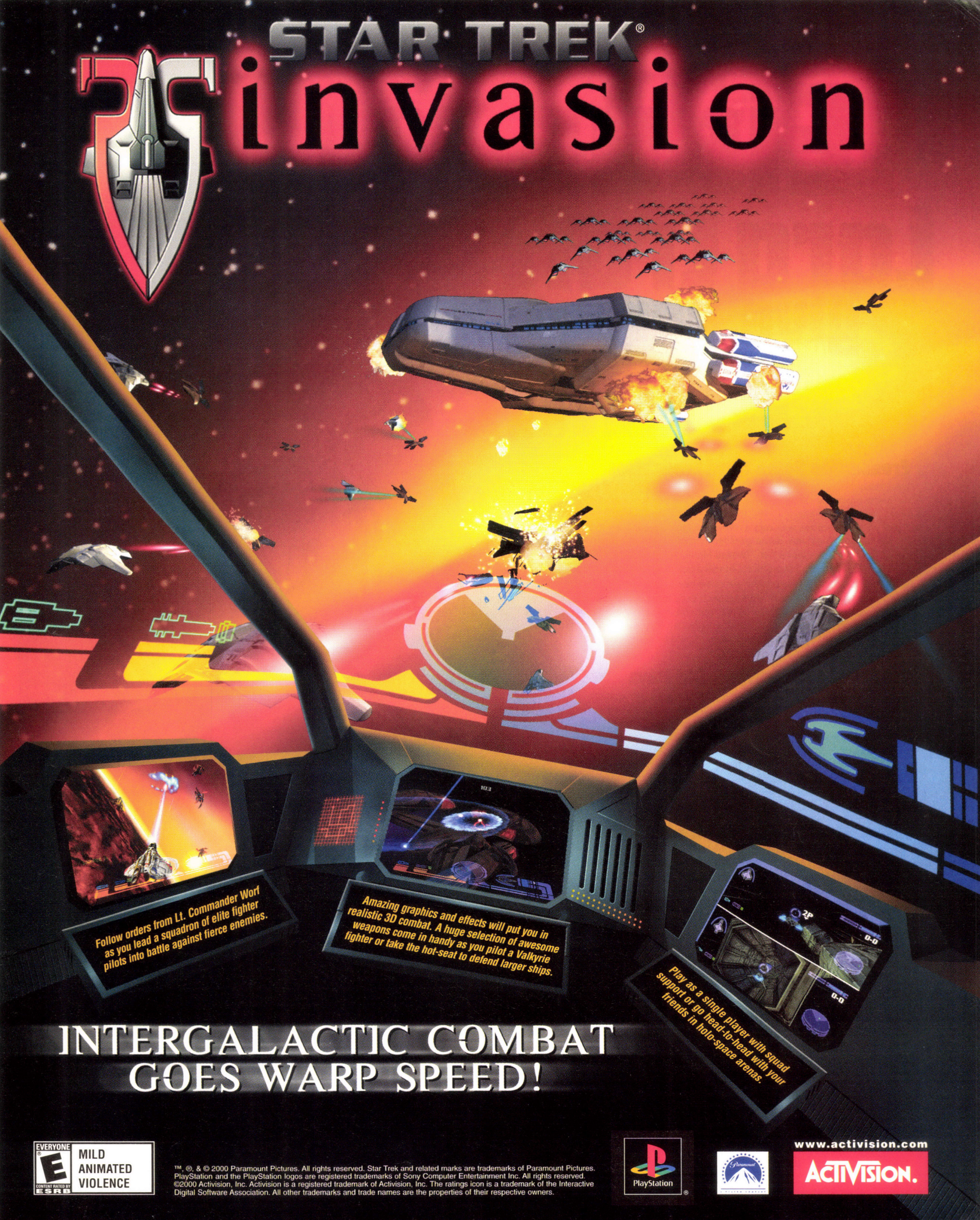
Lara Croft vs. Indiana Jones
Star Wars vs. Star Trek
All-Star Bash: Sony characters vs. Sega characters vs. Nintendo characters
Driver meets Silent Scope
Castlevania meets Legacy of Kain
Contra meets Metal Gear
Gex vs. a blender

The Real World

Enough with bosomy Lara Croft-types who raid tombs. Where's the realism in that? And forget about Solid Snake skulking around trying to save the world from ruin. Let's take it down a couple notches. We want truth and real characters. Here's an idea: The workaday Jake Cooter, sewage scuba diver by day, barfly by night. A blue-collar hero carousing at the local watering hole, longing for the not-so-dollfaced bartendress, Sandy. Only Jake's a tad more Unfrozen Caveman Lawyer than Johnny Depp, and diving into sewage doesn't pay so hot. Love, though, finds a way and Jake turns to the darkside in the name of chivalry. He begins cat burglaring (can the real Solid Snake please stand up?), and starts handing over the stolen swag secretly to Sandy. The antagonist? Kirby Donkeypunch, the local hair-lipped Rent-A-Cop, is out to solve the murders. If Jake is exposed as a thief, he'll be imprisoned, Sandy will despise him (fickle broad) and he'll be humiliated in front of his Lucky Strike-smoking booze-hound buds. We're tired of the beauty and media-driven perfection. We want dullards with a purpose. We want the gaming equivalent of an indy film.

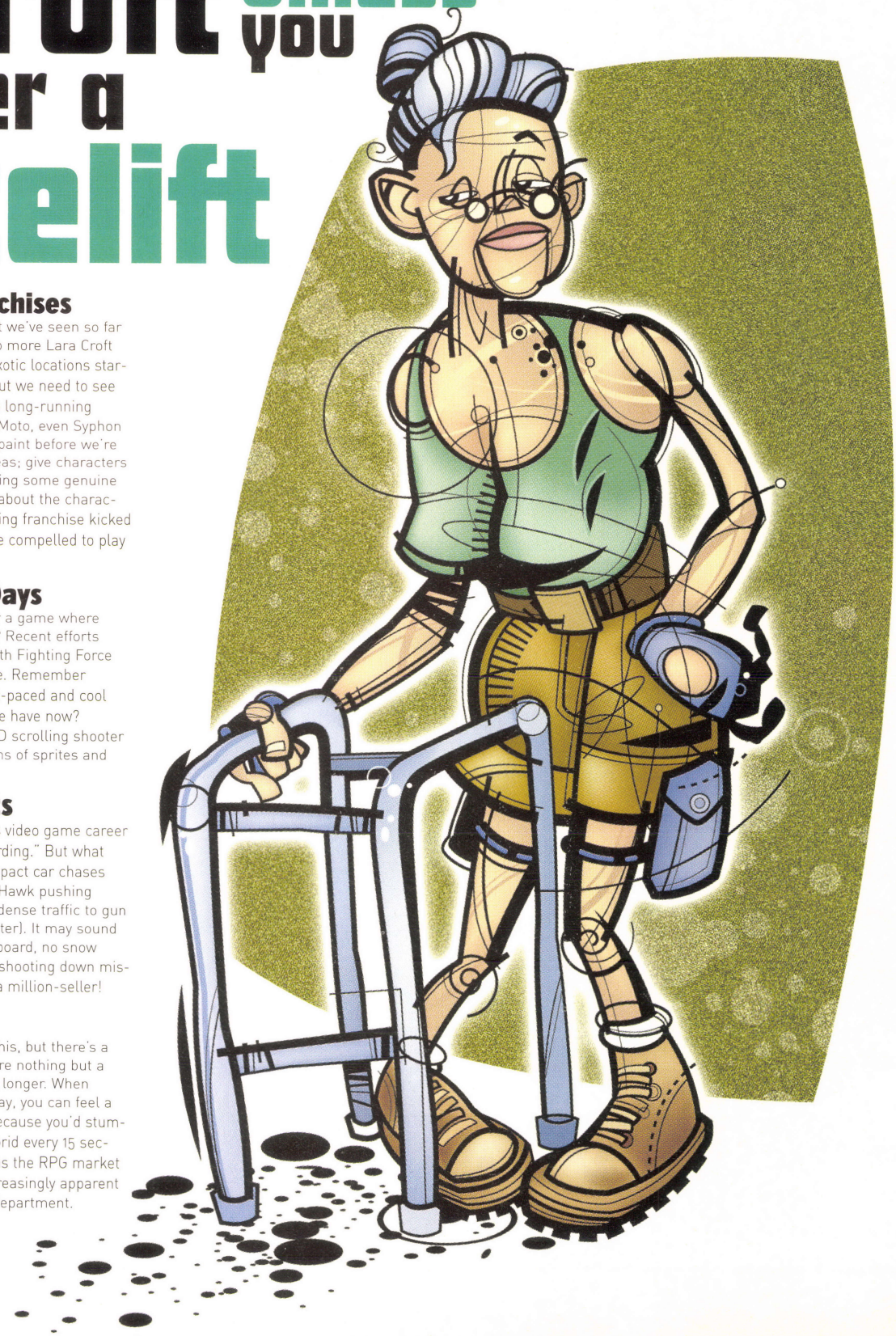
Just because X-games are cool doesn't mean that all video X-games are





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Hey, Eidos, no more Lara Croft unless you give her a facelift



Freshen Up Some Tired Franchises

Lara's about to star in her fifth game, and from what we've seen so far it's pretty much the same thing again. Hey, Eidos, no more Lara Croft unless you give her a facelift, eh? Running around exotic locations staring at her pixelated ass was cool a few years ago—but we need to see her doing something new. Same goes for a lot of the long-running series that offer little innovation; Twisted Metal, Jet Moto, even Syphon Filter (while only two games old) could use a lick of paint before we're subjected to another sequel. Let's see some new ideas; give characters a dark side, something you wouldn't expect. Let's bring some genuine emotion into these games, make us feel something about the characters, give us something to bond with. If a long-standing franchise kicked off with a scene that genuinely shocked you, you'd be compelled to play all the way through, right?

Don't Forget the Good-Old Days

What ever happened to the side-scrolling fighter? Or a game where the Turbo button actually did something worthwhile? Recent efforts to rekindle old styles have been mediocre at best, with Fighting Force and Gekido each proving to be particularly ineffective. Remember Contra, Gunstar Heroes, Turrican? They were all fast-paced and cool as hell. To quote our own Sam Kennedy, "What do we have now? Expendable. Sh—, that's so lame." Imagine what a 2D scrolling shooter could be like on PS2...old-fashioned gameplay, zillions of sprites and amazing effects.

Hawk-Man Cleans Up Streets

Tony Hawk balked when we suggested he further his video game career by starring in "Tony Hawk's Urban Assault Skateboarding." But what would be cooler than replacing high-energy, high-impact car chases with everyone's favorite skater? Just picture it: Tony Hawk pushing down a crowded street, M-16 in tow, ollying through dense traffic to gun down his surly archnemesis (a villain to be named later). It may sound ridiculous, but it's pretty much biathlon with a skateboard, no snow (unless you unlock the Antarctic level), and the hero shooting down miscreants instead of aiming for a bull's-eye. We smell a million-seller!

No More Random Battles!

There are two camps when it comes to opinions on this, but there's a pretty solid argument that random battles in RPGs are nothing but a cheap gameplay tactic to make the damn things last longer. When something spans four discs and takes 50 hours to play, you can feel a bit cheated when you realize that most of this was because you'd stumble across a fight with a mutant wasp/hippo/fairy hybrid every 15 seconds. Purists think this argument is "bullsh—," but as the RPG market is flooded with more Final Fantasy wannabes it's increasingly apparent that we're all getting a bit cheated in the gameplay department.

PlayStation

Danger Never Looked So Good!

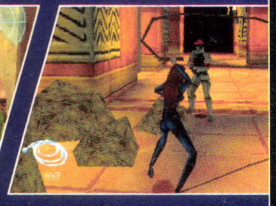
COLLECTORS ITEM!
Manual features exclusive character sketches, bios and artwork from the creators!

3rd person action-adventure has never been sexier with DANGER GIRL, the only videogame based on the best-selling comic book series by J. Scott Campbell and Andy Hartnell.

Dare to take control of 3 beautiful yet lethal Danger Girls in an espionage-themed thrill-ride deemed too dangerous for any man to handle!

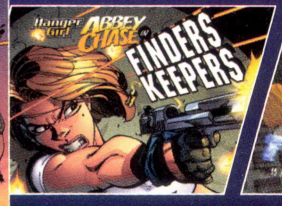


Varied modes of play: stealth, sniper and more



Dozens of weapons (whips–need we say more?)





Original art by the creators



Classic Danger Girl signature moves

TEEN
T
CONTENT RATED BY ESRB

Animated Violence
Animated Blood
Suggestive Themes

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Which franchise will outstay its welcome first: Sammy Sosa? or Army Men?

Let Us Shoot at Something

For crying out loud, video games get enough crap when it comes to violence. Are light guns really the work of Satan? Let's stop tip-toeing around the whole issue and release a decent light gun game. It's not like it's a new concept or anything. There was a gun with the original NES...and there were light gun arcade games before that. Right now, the future isn't looking too hopeful. Gun Survivor will be shipped without the eponymous gun support and Silent Scope uses the joypad.

Return to Old-School Values

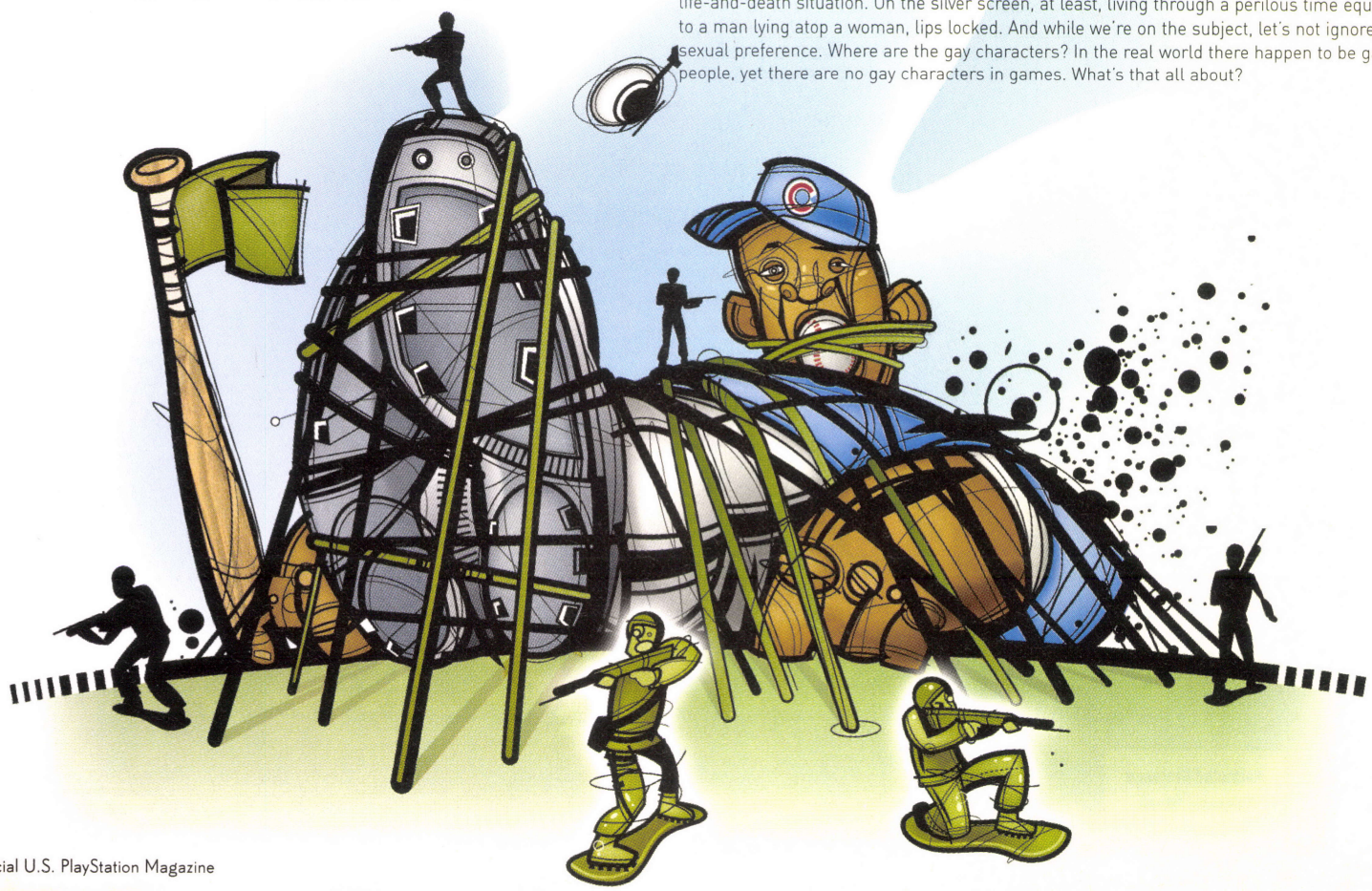
How about we see some variety in presentation, storyline and gameplay mechanics for RPGs? Right now the formula is getting pretty staid; some tortured soul has to wander around a distant land in search of some kind of mystical sword/chalice/pixie hat/giant robot suit, while interacting with a host of stereotype characters with dumb names. Random battles ensue, tortured soul goes through some kind of epiphany and realizes that he's actually a god/nice person/spawn of the devil, and proceeds to seek redemption for all the naughty things he's ever done. Sound familiar? Let's see some ideas that ape stories or presentation styles from indy films. Why not get some "real" writers involved to piece the things together? How about some real-life scenarios? Or stories that don't require monotonous combat? How about a return to the old days when you actually had to build your character from scratch?

Stop Beating Us Over the Head With It

Which franchise is going to outstay its welcome first: Army Men or Sammy Sosa? Gamers don't need to be beaten into submission with big franchise characters. There doesn't have to be a game with the same brand turning up in stores every few weeks. If it's a bad idea and doesn't sell, it doesn't matter how many times you club people with the branding. It's not going to suddenly become a good idea until there's a good experience to back it up. Some series get lucky—the upcoming Army Men Air Attack 2 is a great game that vindicates some of the earlier Army Men crimes—but there are other franchises out there that just need to go away.

Sex, Sex, Sex

We're not advocating pornography, just a little eroticism. We've discovered that people everywhere are having sex and they've been doing it for quite some time. Sure, puritanical zealots around America will say "No Sexual Conduct in Video Games!" But, come on, people, live a little! Think about pop television: There's not one *Sopranos* episode that screams by without a pit stop at the Bada-Bing (the local strip joint). And look how popular that one got. Steamy romance novels, too, are (somehow) at the forefront of several reading lists. Want women to game more often? Why not try tossing in some sexual tension? If the PS2 plans to bring games above and beyond with the promise of an interactive experience bridging all age and gender gaps, then let's show more than just a little skin after you've successfully escaped a life-and-death situation. On the silver screen, at least, living through a perilous time equates to a man lying atop a woman, lips locked. And while we're on the subject, let's not ignore sexual preference. Where are the gay characters? In the real world there happen to be gay people, yet there are no gay characters in games. What's that all about?





"...the best superhero game ever..."

OPM
August 2000







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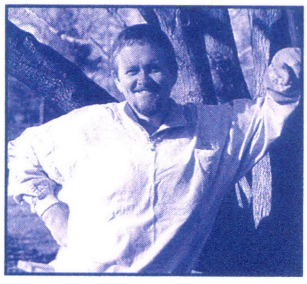
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ORSON SCOTT CARD

WHAT ABOUT MY DOG?



Look, I know that Sony doesn't care about me. I'm 48 years old. My reflexes are slow. My fingers aren't particularly nimble. They didn't design their game controller for me. And I accept that.

So it's not about me. It's about my dog. Where's his controller?

OK, I know, the dog doesn't care what's going on when the PlayStation is running. And even if he did, what are the odds he'd ever win? I'm not suggesting that pets should actually play the games—not the games we play. Nor am I suggesting some wacko company put out a bunch of games for people to buy for their pets. No, I'm saying that there should be a controller to allow me to play against my dog.

No, no, stop groaning. This isn't my attempt to get a really dumb opponent. I'm semi-serious here.

In all these games, when we play against the computer, the designers do their best to randomize our opponent as much as possible. They do this so that multiple play experiences aren't completely identical. Something changes. But really, not very much. From place to place, from level to level, you run into the fact that computers are machines. Software is a script given to a machine. And when we play games against computers, eventually we run into the limitation of the computer's fundamental stupidity.

That's where my dog comes in.

What if there were a controller that played upon things my dog likes to do? He rubs up against doorframes, for instance. He licks things. He chews things. Couldn't there be some kind of controller that would respond to a dog's bite or lick or rubbing? Or a cat's scratching or playing? Or even the movements of goldfish inside an aquarium? The game would be designed so that pet-controlled input could create true unpredictability in the movement of the opponents. There would be no trick, no clue, no workaround. You would have to get past a group of opponents who could, given the right input from your pet, defeat you. But, should your cat be sluggish with the fake-mouse cat-pad, you could fight your way past.

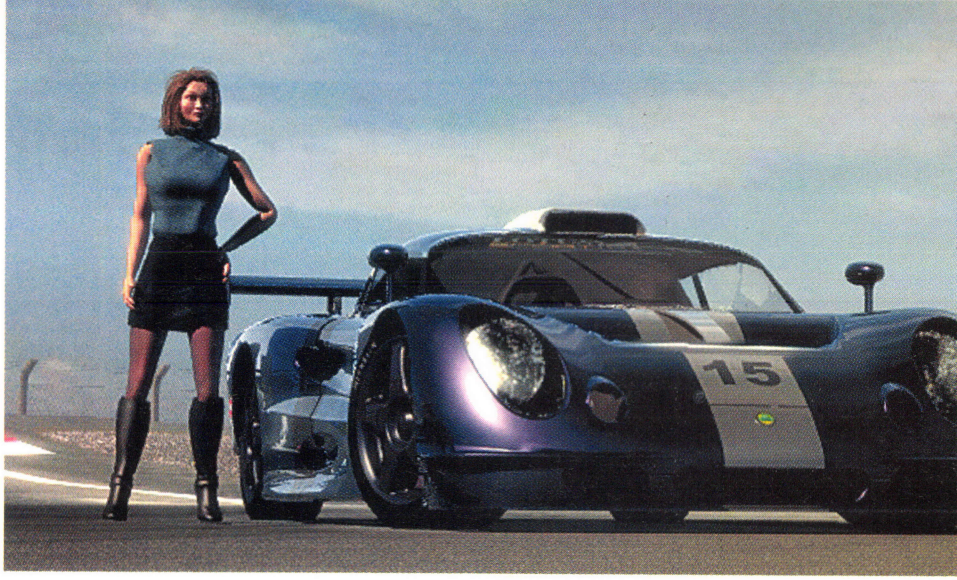
Different kinds of games would implement pet input in different ways. What matters is that neither you nor the designer will know in advance what your pet will do.

Your pet might not be very bright—no offense, Dog—but he's a heck of a lot smarter than your PlayStation—no offense, Sony.

But, until somebody wises up and gives us pet-operated game controllers, you'll have to continue to make do with the only semi-intelligent opponent currently available.

Your little brother.

Orson Scott Card is the author of *Ender's Game* and many other award-winning novels. You can read the first five chapters of the next Ender book, *Shadow of the Hegemon*, at his Web site, www.hatrack.com.



Kuju Races the PS2

U.K. developer Kuju Entertainment is taking the next-generation consoles pretty seriously. Having provided both Sony and Microsoft with tech demos for their respective platforms, Kuju is now known for pulling out the most from console hardware. The studio has two PS2 projects in the works: A racer by the name of Lotus Challenge for Interplay, and another game that we can't talk about yet.

OPM sat down with Kuju's Ian Baverstock, business development director, Jules Davis, technical director, and Adonis Stevenson, project director on Lotus Challenge, to hear what the latest is in Kuju land.







OPM: Why partner with Lotus?

Adonis Stevenson: The main reasons we approached Lotus was the wide range of different car types, the fantastic drivability of the cars and Lotus' long history. We didn't want to just do a manufacturer's current range of models. Lotus has everything including Formula 1 cars—so we'll even have an F1 section in the game. The game will feature 41 cars, with six of these being F1 cars and five being futuristic concept cars.

OPM: What makes the PS2 so enticing to you?

Jules Davis: The PS2 has a radically different architecture than any previous or current-generation games console, which gives the developer far more control of the underlying hardware. There are effectively five or six different processors on the PS2 (depending on how you count it), and a variety of ways of using them and passing data between them. Having learned the capabilities of these processors, and understanding how to program them, the final challenge is to design the game to balance the load between them. I expect that we'll make a pretty good stab at it this time, but over the next generation or two, we will continue to refine our technology, and our games (and everyone else's!) will get even better.

Another of the exciting aspects of working with Sony's new console is just being in at ground zero. There's no doubt that with the PS2, Sony is going to expand the gaming marketplace. The platform is powerful, flexible and challenging, and to really capitalize on this, being there at the beginning is key.

OPM: What of the talk about PS2 being hard to develop for?

Jules Davis: Speaking from our own experience, there was an initial steep learning curve—but the same is true with any new platform. We now have considerable experience with the PS2, and as long as you are aware of the pitfalls, it's a very versatile and enjoyable platform to work with. From what I've heard, some other developers do seem to be having more problems getting up to speed. It may be that they have come from a different background, not had the same depth of recent technology experience that we have, or simply not been willing to invest sufficient R&D time in the platform. Graphics technology has been changing rapidly over the past few years, with a great deal of new concepts to come to grips with each year. We've learned about things like filtering, mip-mapping and alpha, struggled with texture memory management and bandwidth issues on the PC, as well as understanding console-specific problems. Developers working solely with the previous consoles—especially the PlayStation—haven't had the same opportunities.

OPM: Your last game was Eagle One for the PS. Any thoughts on doing a PS2 version?

Ian Baverstock: We are certainly looking at several possible concepts in this area. We feel that PS2 requires more depth than Eagle One, and at the moment this could come through more complex gameplay or a deeper story—or, of course, both.

OVERHEARD: POLICENAUTS

"Konami was, but not anymore. We're just not doing it."

—Konami's **Scott Dolph** commenting on rumors of the company bringing over Hideo Kojima's Policenauts to the U.S.

The battle begins when life ends.

Ragnarok, the apocalypse, is approaching. Your ultimate purpose will transcend life itself. From the creators of 'STAR OCEAN: The Second Story' comes Valkyrie Profile™, a stunningly beautiful RPG adventure with a story like none before.

Your mettle will be tested as you face tormenting decisions involving powerful issues of love, death and revenge. Destiny hinges on your choices, and your ability to recruit and train the souls of fallen warriors for a war between the gods.

Heed the call. And find out why death is only the beginning.









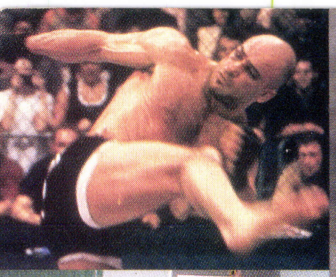


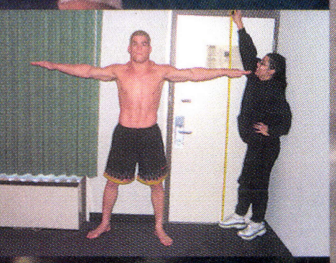
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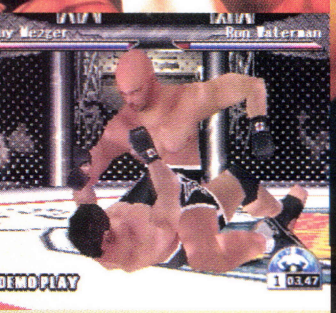
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Suggestive Themes

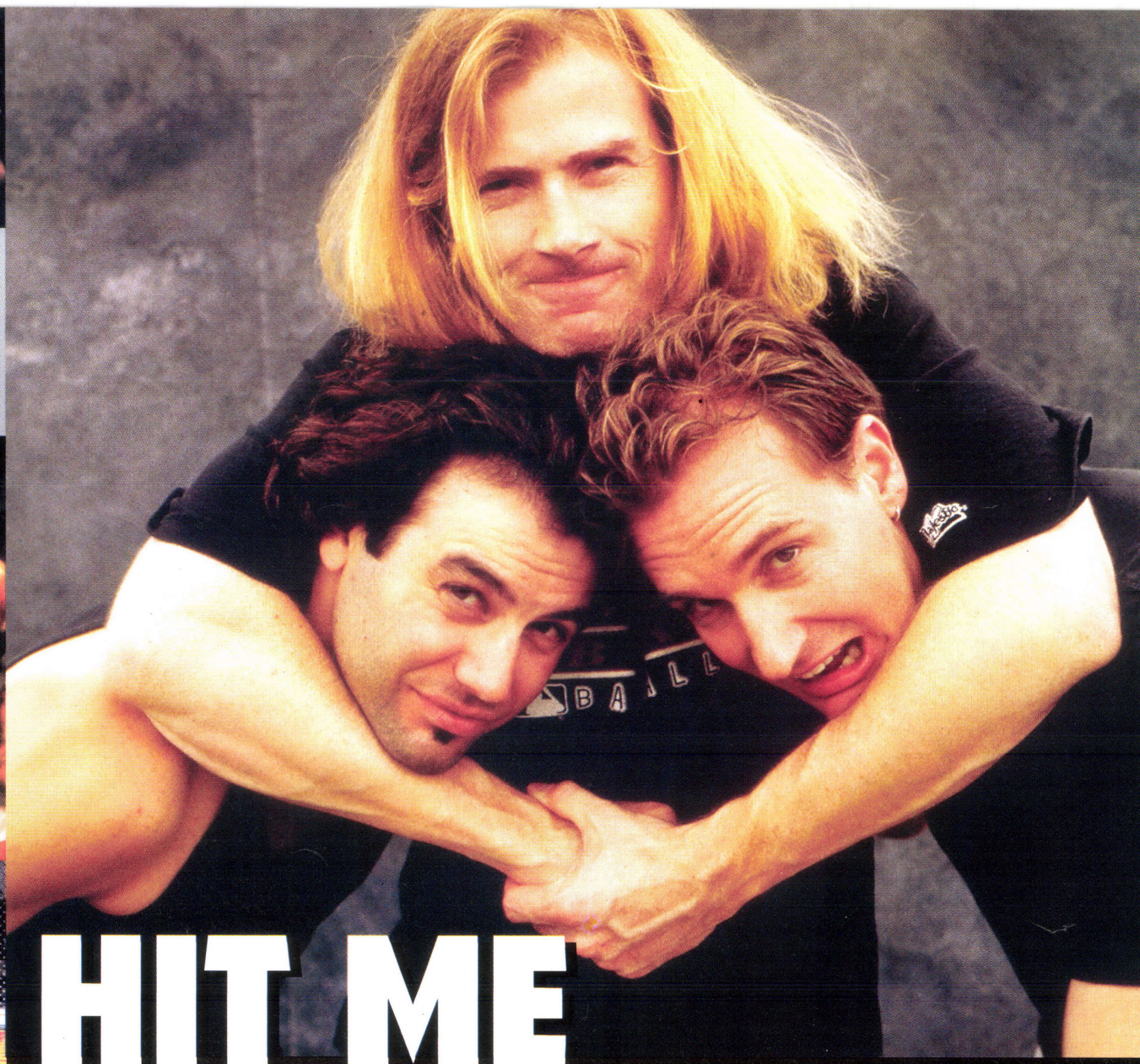
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HIT ME

Megadeth's sports anthem sets the tone for UFC

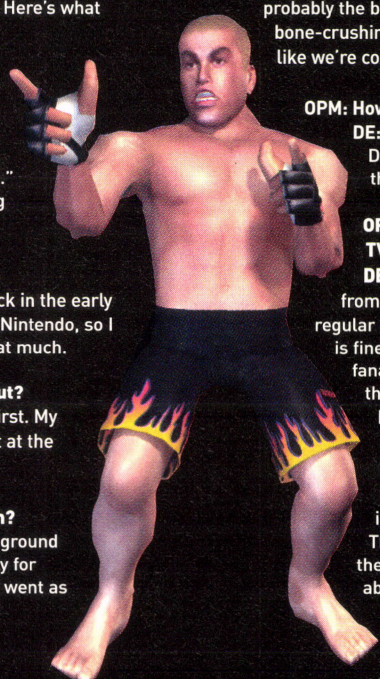
OPM sat down with cool-as-ice Megadeth bass guitarist Dave Ellefson before a recent show in Concord, California. Their song "Crush 'Em," from the *Risk* album, will appear in Crave's upcoming UFC game. They've also been working on their new *Capital Punishment* album. Here's what Ellefson had to say about games, music and the UFC.

OPM: What do you think about "Crush 'Em" being the title song for the UFC game?
Dave Ellefson: It's a huge compliment. We wrote it to be a sports anthem, and particularly something that would be a replacement for Gary Glitter's "Rock & Roll." It's a universal song that could be used for any sporting event—but fits the more manly, crushing events.

OPM: Do you guys play games at all?
DE: Not much lately. I was into Nintendo years ago. Back in the early '80s we had a drummer that got me really into playing Nintendo, so I had the Nintendos, the GameBoys. But recently, not that much.

OPM: Will you pick up a PlayStation2 when it comes out?
DE: Actually, I'm thinking I should get a PlayStation 1 first. My children are real young—my oldest is 4—so they're not at the age yet to be playing games.

OPM: What's new about the *Capital Punishment* album?
DE: With every record we've always tried to break new ground for metal music, or rock music in general. And certainly for ourselves we always try to do it. With *Risk* we probably went as far left as we'll ever get in terms of doing melodic stuff. I think we really pushed the boundary as far as we'll ever go with that. To me *Capital Punishment*—which won't be out until fall the way it's looking right now—is probably the best of the best of what Megadeth does. You know, full bone-crushing riffs, the double-bass speed metal, and melody. It's like we're copying ourselves 10 years later. But hopefully better.



OPM: How long did it take to put together?
DE: Not very long. We started writing some songs back in December and worked through March, and then went in the studio in April. So pretty quick.

OPM: You have kids. Are you worried about violence on TV and in games?
DE: My kids are young, but I certainly keep them away from any television. I basically don't let my kids watch any regular broadcast programming. I mean, age-appropriate stuff is fine. I know when I was growing up, my parents weren't fanatical about what I could and couldn't watch, but I know they didn't want me watching any R-rated stuff—you know, with sex and violence.

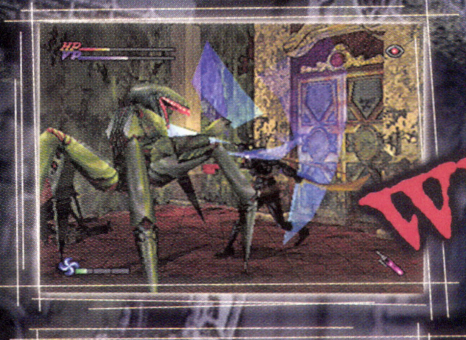
OPM: Have you seen any of the UFC?
DE: It's pretty gnarly. It's funny, because we'll be surfing the channels in the hotel and suddenly you see it. The first time I saw it I thought it was pretty insane. It's the kind of sh— you hear about, the kind of sh— you think about, but you never imagine actually seeing it go down.

THE UFC GAME

So what's UFC like as a video game? Here's the skinny. Once the match begins, there's no messing around. You can kick, punch and knee your opponent, or pin him down and bloody up his gums (there are now more than 3,000 moves and 30 different fighting styles, including jujitsu and shootfighting). Now, just because the UFC isn't as popular as the WWF, don't think this game is being pieced together by yokels that don't know squat about going toe to toe. Opus, the developer, has among its credits Fighter's Destiny and Osaka Bay Battle. What's more, current team members have worked on Tekken and Ehrgeiz.

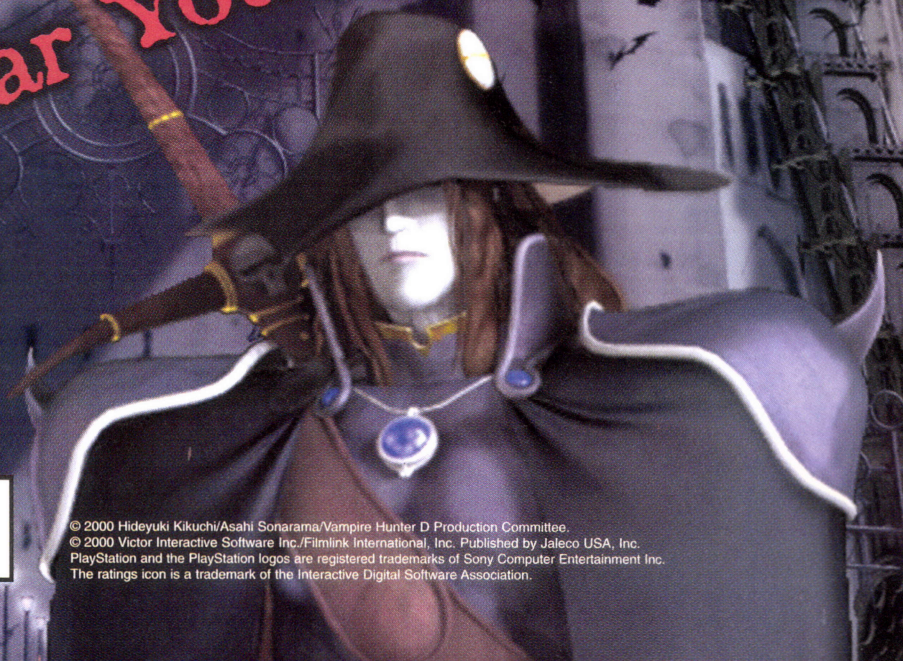
VAMPIRE HUNTER D







Who's Gonna Save You?
Your Momma Can't
Hear Your Cries!



PlayStation

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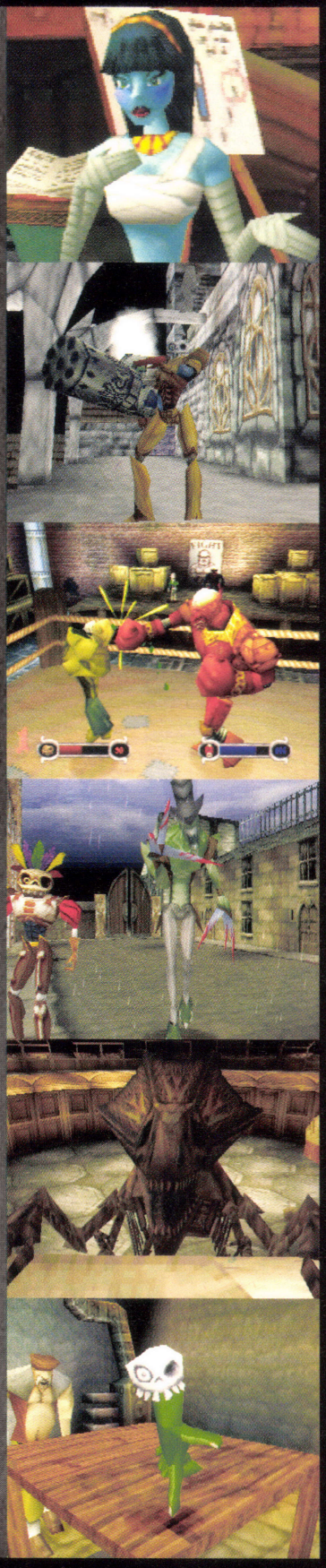
Animated Blood
Animated Violence

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PASTY COMPLEXION, FUNNY ACCENT, BAD TEETH.

HE'LL FEEL RIGHT AT HOME IN LONDON.



Good looks are nice, but they won't help you defeat an evil maniac hell-bent on conquering the world. Lord Palethorn's sinister spell has unleashed a gang of sadistic villains on Victorian London. It's up to Sir Dan to destroy them with his lethal arsenal – Gatling guns, torches, axes, his own removable arm and more. Between mighty battles and baffling puzzles, Sir Dan's facing a deadly challenge. He'll need smarts and some helpful friends – a mad professor, a wily ghost and his Egyptian princess girlfriend – to prevail over an unspeakable horror. After all, a guy can't save the world on bad looks alone.

MEDIEVIL II

A GOTHIC JOURNEY TO DIE FOR.

FF9 Madness!



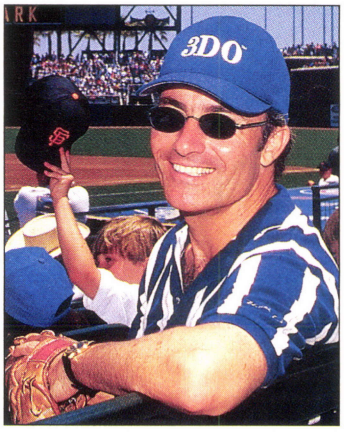
Final Fantasy IX was recently released in Japan, and just like all the other FF games, it's been selling like crazy. According to Square, more than one million copies of the game were preordered within 17 days of its launch. And on launch day itself, 2.6 million copies of the game were shipped to stores—with a majority of these selling through. Not bad, considering that gamers had to dish out around 70 bucks for it.

In U.S. FF9 news, gamers looking to get their hands on the FF9 soundtrack are in luck. Square has teamed with TokyoPOP to release it here this fall.



DAY TRIPPIN'

3DO's Trip Hawkins swings at the competition



EA's Triple Play was too arcadey, 989's MLB was a copycat of its former self, and 3DO's High Heat was graphically inept. With all this in mind, we caught up with Trip Hawkins, 3DO's Chairman and CEO, at the new PacBell Park in San Francisco to chat hardball. The outspoken Hawkins is an avid baseball fan who traded in his Dodger blue for Bay-area orange, would draft Alex Rodriguez first overall, and isn't fond of the competition's baseball efforts.

"I think Triple Play is a horrible game. It's not baseball," said Hawkins. "The year before last I played that game on the most difficult setting and scored 11 runs in the first inning. Better yet, all my hits were the same trajectory, the same inaccurate physics. There was no rhyme or reason. It was like a monkey hitting a button. It's all about the eye-candy. I don't have a problem with innovative arcade-style games, but if the customer's looking for baseball, that's not it."

We've all glimpsed the commercials with slammin' Sammy Sosa answering a cell phone and discovering that High Heat Baseball 2001 is "sooo real." Critics galore argued that the promised realism was buried deeply beneath unforgivable graphics, leading to a less-than-stellar baseball experience. Will the PS2 graphics shush all the PSX HH naysayers?

"We'll have a high level of graphical quality and gameplay with all of our PS2 games," said Hawkins. "Most companies have a team work on one title, and the genius and heroism of that team dictates how good the game is. At 3DO we're constantly sharing our technology. There's no selfish rock-star mentality with us. The games reflect that."

3DO's HH for PC is considered one of the best sports games to grace a monitor. So will the PS2 version of HH be a PC port?

"It's not going to be the same game, but a lot of features on the PC will be in the PS2 version," said Hawkins, who "can't stand" playing games on the PC. "Nothing's ever right. Either you have to update something or upgrade your RAM. I'd rather play HH on PSX than on PC. It's just easier. But PS2 will eliminate all of those limitations."

Like it or not, HH 2001 for PSX is the closest thing to a baseball sim. How was that captured in HH, but not in other games?

"Hitting's a cat-and-mouse game. The pitcher's trying to keep the ball away from the hitter," said Hawkins. "That's what our game simulates. In other games hitting is more like Pong. If the ball hits the bat, it's capable of going wherever, regardless of the pitch. There's no consideration of bat mass or angle or any of that."

Were there some things that didn't fit on the PSX that you thought you'd have to save for PS2?

"A lot of things that I wanted to put in the game, for the sake of realism, had my programmers saying, 'You wanna do *what*?' But once they were in there they said, 'Oh, OK. We get it now.'"

DATA STREAM

SNK Departs

Video game maker SNK has called it quits in the U.S. after dismal sales of its NeoGeo Pocket Color handheld device and recent PlayStation games. The company first began operations in the U.S. back in 1986. Japanese-developed SNK games will be distributed by other third-party companies in the U.S.

More NASCAR

EA's NASCAR 2001 for the PS2 isn't the only game in town. Hasbro has informed *OPM* that it's currently working on a version of NASCAR Heat for the PS2 that will be ready early next year.

Flaming Fists

Japanese publication *Weekly Jump* reports that a game is being made for the PS based on the *Fist of the North Star* anime series. It will feature lots of martial arts fighting.

Interactive MTV

Take-Two's subsidiary Broadband Studios has snatched up the rights to produce PlayStation software based on non-sports MTV programs. Does this mean we'll see games based on Celebrity Deathmatch and Road Rules? We'll have to wait and see.

GOSSIP, RUMOR AND SCANDAL. GAMING'S INNER SECRETS DUG UP AND SERVED WITH GRAVY



Clish MacLaver Gossip Gossip

In the runup to this year's gaming silly season in October and November, most games execs seem reluctant to dish the dirt on upcoming projects. I have a secret weapon though...but I'm not telling you what it is. Needless to say, here's this month's gossip. As we get closer to launch we'll see *a lot* more info slip out.

GOD LOVES PLAYSTATION

Those of you with tastes in gaming that are broader than the PlayStation will no doubt have heard of a gathering of developers known as, um, **Gathering Of Developers** (humbly abbreviated to the acronym GoD), which primarily aims their products at PC gamers. All the teams that make up this collective have apparently been stung recently by crappy PC games sales and are now turning their talents to the PS2. No details have been announced yet, but this is further proof that the new PlayStation is proving to be the machine of choice these days.

JUMPING RABBITS

Rumor has it that a PS2 version of **Jumping Flash** is being touted around at the moment and could turn up as **a surprise launch title.**

GEX COMING TO PS2

While snooping around in the background when our boss did his Legacy of Kain duties this month I stumbled across a number of interesting facts concerning PS2 projects at **Crystal Dynamics**. It looks like it's not all vampires and Disney games for the boys and girls in Menlo Park. A new **Gex** game would appear to be in the works, set for release in 2001.

WHY GAMEDAY SUCKS

Apparently the latest GameDay 2001 sucks so bad because the bulk of 989's attention has been focused on **GameDay for PS2.** This, I hear, makes Madden PS2 look feeble. We'll see very soon.

JET SET FAILURE

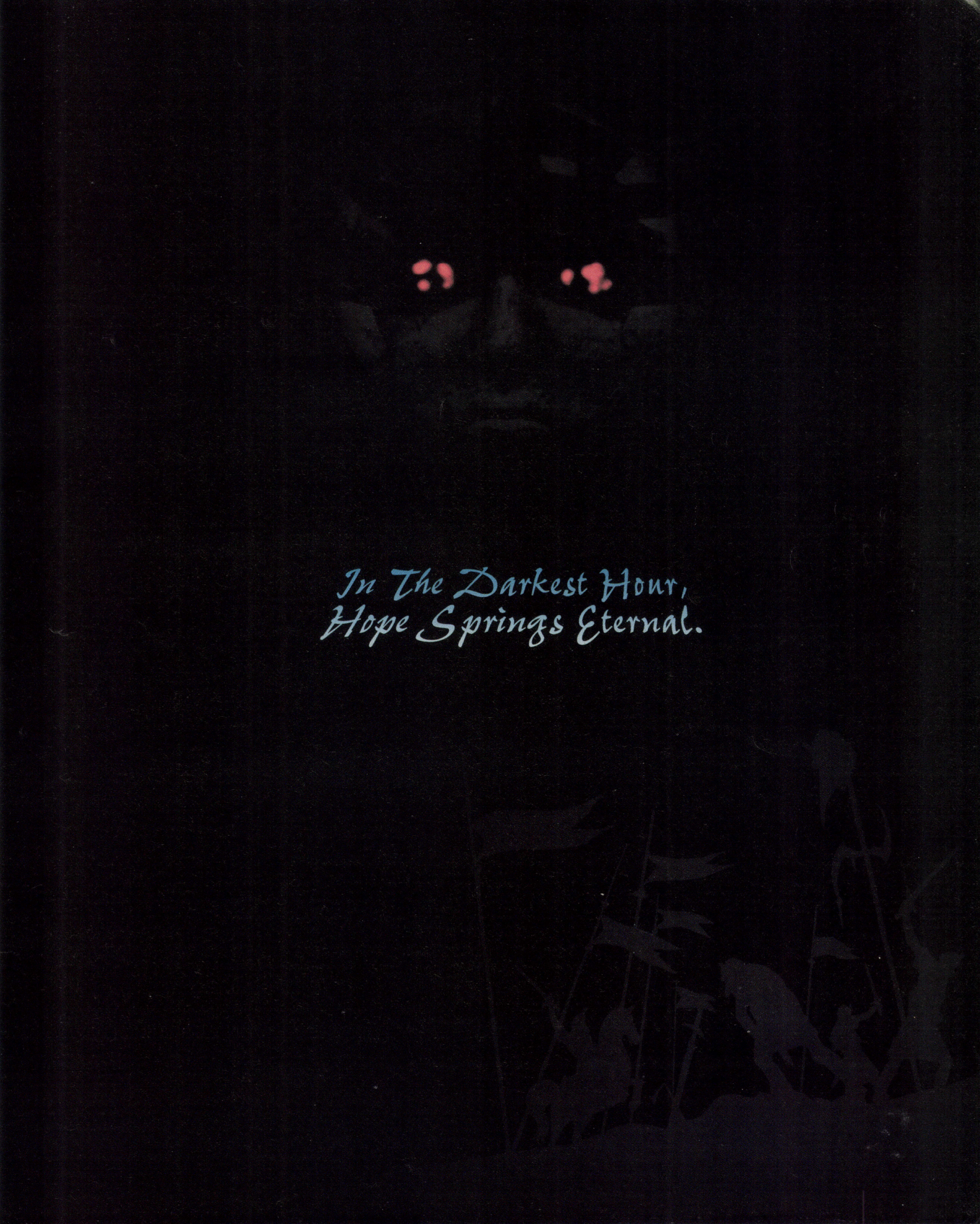
Revisiting the rumors we talked about a few months ago, it's now increasingly likely that we're going to see some of **Sega's** finest coming across to **PS2.** Sources close to some very good friends of mine let it slip that **Jet Set Radio's** stunningly bad sales performance in Japan (only 39,000 copies) has inspired many of Sega's recently liberated studios to investigate PlayStation possibilities.

SYSTEM SHOCK?

Warren Spector, the game design wunderkind responsible for such PC gaming classics as Ultima Underworld 1 & 2, System Shock and more recently Deus Ex for Ion Storm, is turning his attention to the PS2 for his next RPG/adventure project.

EVERYONE'S FOR SALE

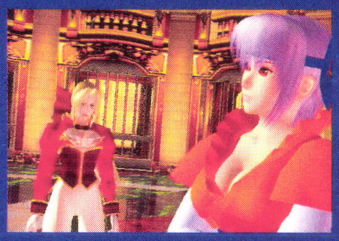
"Everyone seems to think we should be learning French," **Eidos'** Rob Dyer told me recently. "If you believe what everyone's saying, we're being bought by Infogrames." Rumors have indeed been rife for some time, thanks to Eidos' stock price yo-yoing on the London stock exchange for some time. Could it happen? Maybe, but it seems unlikely right now. If nothing else this has caused another wave of **games industry paranoia concerning the convergence of the whole business.** Eventually, the fearmongers say, it will all go the way of the music biz where everyone and everything is controlled by maybe half a dozen companies. And that would be bad. Other rumors? **Acclaim** and **Midway** are set to be absorbed by considerably bigger fish (Microsoft?), while it's still thought that **EA** is in talks with **AOL** concerning a $10 billion merger.


In The Darkest Hour,
Hope Springs Eternal.


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HARDCORE FLEX

Dead or Alive 2 shows its muscle on PlayStation2

As we told you two issues ago, Tecmo will be releasing a new version of Dead or Alive 2 in the U.S. at or around the launch of the PS2. Titled DOA2: Hardcore, the game will feature some improved graphics as well as new stages, movies and costumes. We spoke with Tecmo's Team Ninja (the developers of the game) to discuss the new version.

OPM: When did you start work on DOA2: Hardcore?
Team Ninja: We started the development the very next day after we completed the Japanese PS2 version. American DOA2 fans should be happy to hear that many of the features that didn't make it to the Japanese version due to time constraints will be on the U.S. version. We carefully studied the feedback received from U.S. players of the Dreamcast version of DOA2 to formulate improvement points for DOA2: Hardcore for the PS2.

OPM: What sort of graphical upgrades have you made for the game?
Team Ninja: We have totally reworked the lighting and the camera system. In addition, we're refining modeling and motion throughout the game.

OPM: What about the problem of those jagged edges that plagued the Japanese version of DOA2?
Team Ninja: We think people are focusing too much on the issue of "jaggies." Technically, the jaggies can be easily eliminated by anti-aliasing, but it consumes the machine's power. If we fully execute the anti-aliasing, the overall graphics quality will go down. We'll be utilizing the anti-aliasing function so long as it doesn't get in the way of achieving large-scale/high-quality environments that DOA2: Hardcore will be known for.

OPM: What's this about creating new stages?
Team Ninja: Totally new stages will be introduced to the Hardcore version. We took full advantage of the PS2's capabilities and created backgrounds that are super-realistic. But they're more than backgrounds—they allow characters to freely walk around in them.

OPM: Are the movie sequences for DOA2: Hardcore going to be all real-time?
Team Ninja: Yes, they will be. For now, we think the real-time movie is one of the effective ways to demonstrate the high level of our technology. Prerendered movies aren't interactive enough, considering the contents of the game will change.

OPM: As you've worked with the PS2 hardware, have you run into difficulties?
Team Ninja: We never felt that PS2 is a difficult machine to develop for. We just love the awesome power of this machine because it allows us to develop great games.



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CHRIS GORE
FEEL THE RUSH

I know you've felt that rush. At the controls of a starship, your point of view staring right down the endless vista of some bizarre extraterrestrial world. Speeding along at tremendous velocity, you point your laser turrets directly at the alien attackers and blast away! Miss. Blast again! Miss and you suddenly hit the side of the cavern and lose half your wing, so you better start paying attention to piloting your ship. Blast! Now you've been hit and your shields are weak. And you know the secret to winning any shootout is to avoid getting shot yourself. Blast! Blast! Blast! Finally, you hit the target and the invader is splattered into a million pieces across the screen in front of you. Did you just play a level from your favorite shooter? No, you're watching *Titan A.E.*, a movie that feels like a video game.

It's no secret that Hollywood movies are taking their cues from exciting game sequences. *Titan A.E.* is just one example of a film that looks and feels as much like a game as anything on PlayStation. It used to be that games were influenced by movies, but now that gaming has become more and more a part of our culture, the movies are looking not only to games for inspiration but also to gameplay itself. Currently when any big summer movie is developed at a studio, the producers look at the script for any sequence that might lend itself to the inevitable spinoff game. They ask themselves, "Can this action sequence be made into a game level?" For *Titan A.E.*, the answer was a resounding "Yes!" In fact, the producers of the game look like they're big fans of Colony Wars, as this space shooter has plenty of the same type of action.

The Wachowski Brothers, the filmmaking team behind *The Matrix*, cited comic books as a source of inspiration, but the nonstop shootouts felt more like Doom, Quake or, better yet, Time Crisis. Neo's superhuman martial arts fighting was more like a bout from Tekken than any normal fight sequence.

The *X-Men* is another movie that was clearly influenced by gaming. You've got the good mutants and the bad mutants getting into fantastic brawls. The only thing missing in the film was the selection screen to choose your fighter to battle it out in three rounds.

Sure, there are some movies that would make great games, but how about some video game levels that would make great movies? And if you don't believe me, I have two words for you: Lara Croft.



Chris Gore is the editor of Film Threat, www.filmthreat.com, and the host of *The New Movie Show*, which airs on Thursdays at 10:30 p.m. on the FX Network. In his spare time, he solves baffling crimes as the costumed avenger known as The Weasel.



PlayStation Aptitude Test

Think you know your PlayStation games? Take The PlayStation Aptitude Test (P.A.T.) each month and see how good you really are.

1. Blood Omen: Legacy of Kain was released in...
a) 1994
b) 1972
c) 1996
d) 1995

2. Solid Snake's real name is:
a) Phil
b) Bob
c) Steve
d) Dave

3. Which was the first to be backward compatible?
a) Game Boy Color
b) PlayStation2
c) Atari 7800
d) 3DO

4. What was the name of the first interactive computer game?
a) Pong
b) Space Invaders
c) Spacewar
d) Gunfight

5. A character named Cid appears in which Final Fantasy game?
a) Final Fantasy II
b) Final Fantasy VII
c) Final Fantasy Tactics
d) All of the above

6. Which Crystal Dynamics game did NOT appear on PlayStation?
a) Gex
b) Crash n Burn
c) Total Eclipse
d) Soul Reaver

7. The Simpsons Wrestling is being developed by Big Ape Productions. Which of the following games did they NOT produce?
a) Zombies Ate My Neighbors
b) Episode 1: The Phantom Menace
c) Metal Warriors
d) Samurai Shodown

8. Which of the following ISN'T a playable warrior in the upcoming Tenchu 2?
a) Tetsuya
b) Rikimaru
c) Ayame
d) Tatsumaru

9. What percentage of video games have been rated "M" by the ESRB?
a) 7%
b) 20%
c) 14%
d) 69%

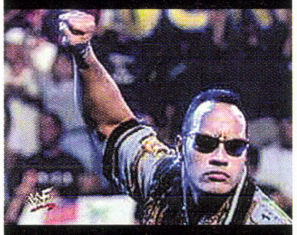
10. How much does a PS one weigh?
a) 500g
b) 550g
c) 600g
d) 650g

Do you have suggestions for PlayStation aptitude questions? E-mail your ideas to **OPM@ziffdavis.com.** Mark your message **P.A.T.**

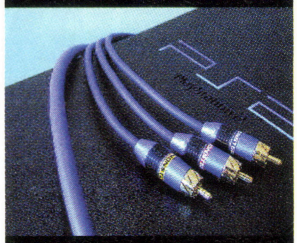
Answers
1.c 2.d 3.c 4.c 5.d
6.b 7.d 8.a 9.a 10.b

DATA STREAM

Smack This!
THQ is working on a WWF game for the PS2. Currently in development by Yukes, the guys who created WWF SmackDown!, the new game should be out next year.



Monster Created
Monster Cable, known for its high quality AV cables, has started up a new division called Monster Game. Its first focus will be the PS2, because of the console's superior visual and audio capabilities. Monster Game will supply the PS2 with a bunch of high quality cables at launch.



Robotech on PS2
Mattel has obtained the rights to do video games based on the Robotech series. A PS2 version is already planned.



OVERHEARD: NAUGHTY DOG

"Back when we decided to make Crash 1 for the PlayStation, everyone said we were crazy to bet on a system that wasn't made by Sega or Nintendo. We picked the right horse with the PlayStation. Right now, we're picking Sony to win this generation as well."

—**Naughty Dog's Jason Rubin** when asked if Naughty Dog would be supporting Microsoft's Xbox or Nintendo's Dolphin



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Rob VAN DAM

I will not conform to your rules.

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The weak obey the law. I break it.

I do not believe in mercy.

I have become victorious by any means necessary.

By folding chair and kendo stick.

By fire and tables.

I believe in creative weaponry.

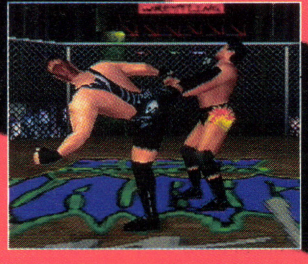
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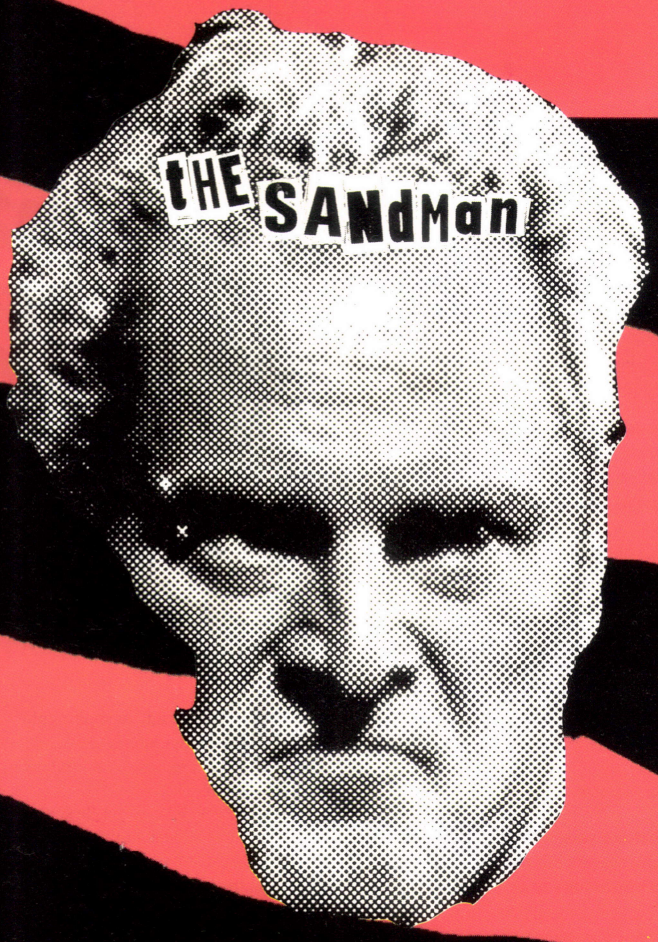
PlayStation®

Sega Dreamcast.

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CONTENT RATED BY ESRB

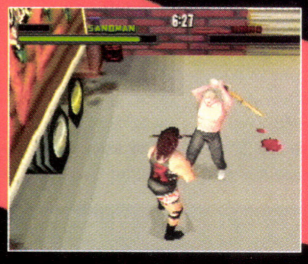
Animated Blood
Strong Language
Suggestive Themes

In the USA

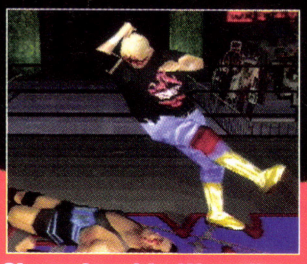




the blistering Brimstone Match! • Killer tracks from Dope and One Minute Silence! • 2-man commentary by Joey Styles & Joel Gertner!







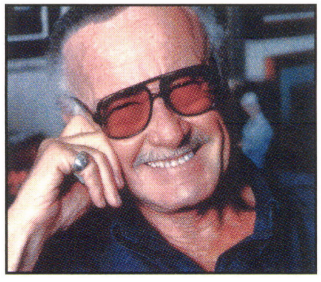
Extreme Championship Wrestling.
No rules. No limits. No pity.

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STAN LEE

FROM THE COMIC BOOK PAGE TO THE PLAYSTATION AGE

It frightens me sometimes!



To the world at large they're just fictitious superheroes. But I'm beginning to think they have a certain weird immortality—it's impossible to kill 'em!

Spider-Man, X-Men, the Hulk and all the rest who Jack Kirby, Steve Ditko, Don Heck, Bill Everett and I dreamed up a half century ago are not only still going strong in comic books, but have invaded virtually every other form of the media as well.

The X-Men, of course, are already in theaters from coast to coast by the time you read these carefully crafted words. Everyone's favorite web-spinner is scheduled to premiere on screens all over the country in 2001, while the sequel to *Blade* is currently being prepped—as is *The Incredible Hulk* and a whole kaboodle of Marvel's other costumed cavorters, calculated to make this Hollywood's "Decade of the Marvel Superhero!"

You've also seen them on Saturday-morning TV over the years, running, jumping, flying and fighting their little hearts out for the cause of liberty, justice and syndication royalties. And of course they're endlessly discussed, analyzed and argued about all over the Internet.

Obviously, it goes without saying (but I'll say it anyway, 'cause it's my column) that our dauntless do-gooders lend themselves perfectly to video games. With each new movie or cartoon that comes out, you can bet there'll be a rash of new games to satisfy the fans' ever-growing hunger for the excitement, challenges and far-out fantasy that our scintillatin' superheroes represent.

Despite the fact that all of my action-packed overachievers differ greatly from each other (and I use the word "my" figuratively. They don't belong to me. They belong to Marvel—and the entire, eternally grateful world), they still have one thing very much in common. They all seem to be perfect candidates for interactive gaming, especially Spidey and the X-Men, as we've seen this summer.

And now, it's confession time. Even though I really dig the idea of my favorite costumed creations entertaining countless fans on popular PlayStations, as well as on the printed page, I myself have never had the time to become a gaming whiz. Whenever I feel the urge to grab some joysticks, someone'll remind me that there's another script for me to write or edit—and it's naturally due yesterday! In fact, I'm the proud owner of one of the earliest Spider-Man pinball games—a really big, 300-pound, four-legged monster with all the bells, whistles and flashing lights—which stands in a corner of my office. And guess what? Most visitors who drop in manage to shoot a few balls. But me? I haven't gotten around to it yet myself!

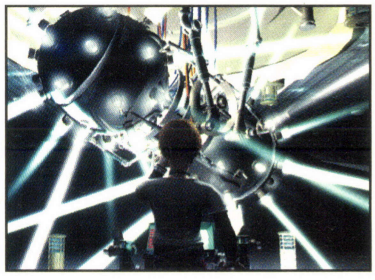
But hey, you don't have to be a professional slam-dunker to appreciate basketball or a rhyming rapster to dig hip-hop music, so I can still revel in the fact that so many Marvel superheroes, especially Spidey and our merry little mutants, have carved a huge niche for themselves with the game-playing public. And I vow that somehow, some way, I'm gonna learn to jiggle a joystick with the best of 'em before I shout my final "Excelsior!"

Stan Lee spends most of his time these days helping to develop a new, pandemonious plethora of unique superheroes for his own Web site, **stanlee.net**. But you might know him better for creating some American culture's most popular do-gooders, including Spider-Man, the X-Men, the Incredible Hulk, the Fantastic Four, Iron Man and the Silver Surfer.



Psychic Horror on the PlayStation2

Ascii recently created a new spinoff development studio in Japan called EnterBrain, which will focus on developing many of the company's high-profile games for the next-generation platforms. EnterBrain is hard at work on a few PS2 games, one being the sequel to the psychic horror title Galerians. *OPM* chatted with EnterBrain's Ichiro Sugiyama, producer of Galerians 2, to get the scoop on the sequel.



OPM: A lot of our readers are big fans of the original Galerians and are curious to hear how the sequel is coming along.
Ichiro Sugiyama: The sequel to Galerians will be generated with polygons all in real-time (meaning the prerendered CG backgrounds are gone). So people should expect a more intense, action-packed psychic battle game. It will still feature the main characters from the original game, but it's a secret as to what happened to Leon.

OPM: What are your thoughts on the PS2? What is the system allowing you to do that you hadn't been able to do before?
IS: The PS2 can generate multiple light sources, which at this point is something that only the Sony console can do. This enables developers to create realistic backgrounds with real-time rendered polygons. You can also create effects like smoke or dripping water moving in the backgrounds. And, of course, the PS2 can display more detailed characters, too.

In the Galerians sequel, what you're basically doing is controlling a much more detailed version of Leon than the one in the CG movies of the original game. Once you put all these graphical elements together, you can control a character in a movie-like 3D environment in real-time. We're also going to be doing things with the Dolby Surround sound functions; if you plug the game into a fully stacked amplifier, you're going to get a very realistic experience.

OPM: Will there be any new gameplay changes or enhancements for the sequel that you're making based on feedback from game players?
IS: The control will be direct (first person) rather than how it was in the original Galerians (third person). And the game overall will be much longer than first one. Some gamers were unhappy about those areas in the original title.

OPM: Is Shou Tajima, the artist from the original Galerians, involved with the sequel?
IS: Yes. He has already finished several cool character designs.

OPM: Is there anything that you'd like to say to your fans in the U.S.?
IS: Thank you for enjoying Galerians. Right now, we've finished a rough copy of the scenario for Galerians 2, but the game is still more than a year away. You'll just have to wait for more updates in the future.

OVERHEARD

"Mobile phones could account for as much as half of the game industry as a whole. The reason is to do with people's free time. The TV ties users to the home."

— Kagemasa Kuzuki, president of Konami, as reported in games industry trade paper *MCV*



SPIDER-MAN © 2000 MARVEL CHARACTERS, INC.

SPIDER FANS!

If you're like us, then you're counting the days until Aug. 30, when Activision's next 3D action game, Spider-Man, swings its way to store shelves across America. But that's not the only wall-crawler project we're anxiously awaiting! Production for a Spider-Man movie, due out late next year, is now in full swing. As of press time, the Sony/Columbia Pictures film has yet to be cast, though *Evil Dead* director **Sam Raimi** has signed on to direct the potential blockbuster. So who might don the tights of Peter Parker's alter ego? The rumor mill churns strongly with such possible rising stars as **Wes Bentley** (*American Beauty*), **Scott Speedman** (*Felicity*), **Ryan Merriman** (*The Deep End of the Ocean*), **James Franco** (*Freaks and Geeks*), **Jay Rodan** (*Caveman's Valentine*), **Freddy Prinze Jr.** (*Wing Commander*), **Tobey Maguire** (*The Cider House Rules*) and **Colin Farrell** (*David Copperfield*). Story details remain sketchy, but word has it that Doctor Octopus and the Green Goblin (possibly personified by *The Phantom Menace*'s **Liam Neeson**) will provide some stiff opposition to the web-slinger. You can keep yourself posted on all the latest info at Web sites like www.spidermanhype.com

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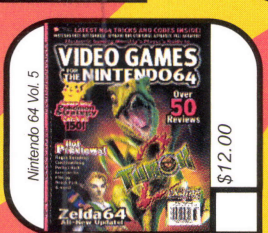
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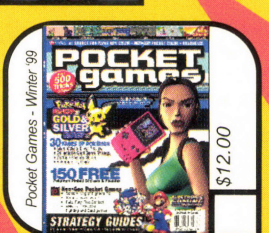
Nintendo 64 Vol. 5 — $12.00



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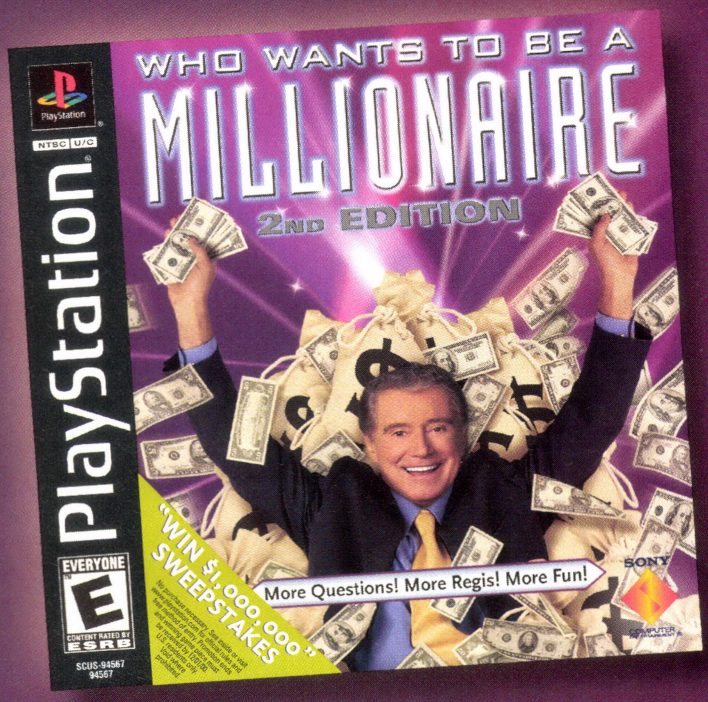
Unofficial Dreamcast Magazine — $12.00



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PlayStation

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Play every lottery, every day for the rest of your life.

Three letters...IPO.

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Is that your final answer?

There's no trivia and no "Hot Seat." All you have to do is purchase a specially marked copy of a Who Wants To Be A Millionaire: 2nd Edition game for the PlayStation game console, with a game piece attached to the front panel of the packaging (while supplies last). Remove your official game piece from the front of the game, visit our website www.playstation.com and go to the Who Wants To Be A Millionaire: 2nd Edition page, follow the instructions to enter the code that appears on your game piece and see if it matches the winning code. If the code on your game piece matches, you win $1,000,000!*

*Subject to verification of winning game piece and additional terms and conditions. See official rules for details.

"Win a $1,000,000 Sweepstakes" official rules.

1. NO PURCHASE NECESSARY. How to participate: Purchase a specially marked copy of Sony Computer Entertainment America's ("Sponsor") Who Wants To Be A Millionaire: 2nd Edition game for the PlayStation game console, with a game piece attached to the front panel of the packaging, while supplies last. You may receive a game piece without purchase, while supplies last, and a copy of the rules by sending a self-addressed stamped envelope, first-class postage pre-paid (WA and VT residents may omit return postage): Who Wants To Be A Millionaire: 2nd Edition Sweepstakes, Game Piece/Rule Request, 1407 Airport Road, Suite 2034, Monroe, NC 28110. Limit one game piece per postmarked request. Mechanically reproduced requests will not be accepted. Winning game piece must be received by Sponsor by 12/1/00. To determine whether you have won a prize, pull the sticker apart and find your game number printed inside. After obtaining your game number, visit www.playstation.com and go to the Who Wants To Be A Millionaire: 2nd Edition game page, follow the instructions to enter your game number and see if you have matched the winning number (subject to verification).
2. Total Prizes: One (1) winning game piece will be randomly inserted among all the game pieces. The total number of game pieces is 450,000. Grand Prize: (1) $1,000,000.00 grand prize. The prize will be paid in equal installments without interest over a 20-year period. Void where prohibited. No cash redemption, transfer or substitution of prize except that in case of unavailability of any prize, Sponsor reserve the right to substitute a prize of equal or greater value. Any unclaimed prize or any prize notification letter returned as undeliverable will result in a forfeiture of that prize. Total value of all prizes: $1,000,000.00. Odds of winning: Grand Prize 1: 450,000.
3. Prize Redemption: If the number on your game pieces matches the winning number (verified through www.playstation.com or contacting us in writing), send the original game piece (affix it to a 3" x 5" piece of paper) on which you have hand printed your name, complete address, day and evening phone numbers to: Who Wants To Be A Millionaire: 2nd Edition Sweepstakes, Winning Game Piece Redemption, 1407 Airport Road, Suite 2037, Monroe, NC 28110. For your protection, we suggest that you send prize claims via certified mail, return receipt requested, and that you retain a photocopy of the potential winning sticker for your records. You are not a winner until your game piece has been timely received and verified by Sponsor and you have submitted an acceptable affidavit/release to Sponsor. All prize claims must be received by 12/01/00. Prize claims received after 12/01/00 are void. Unclaimed prizes will not be awarded. The submission of potential winning game piece is the sole responsibility of the participant, who assumes all risk of loss, damage, destruction, delay and/or misdirection of the Sponsor. Winner will be notified of prize verification by mail by 1/15/01. Allow 6-8 weeks for shipment of prize.
4. Eligibility: open to legal U.S. residents. Employees of Sony Computer Entertainment America, their subsidiaries, franchisees, advertising and promotion agencies, and the immediate families and household members of each are not eligible. Winners may be required to execute and return an Affidavit of Eligibility and a Publicity and Liability Release within 14 days of prize notification. Failure to comply with this condition may result in forfeiture of prize. All applicable federal, state and local taxes on prizes are the sole responsibility of the winners. Prizes won by minors will be awarded to parent or legal guardian who must sign and return all required documents. Except where prohibited, acceptance of prize constitutes winner's consent to the use of his/her name, photograph, likeness and/or biographical information for advertising and promotional purposes without additional compensation.
5. The Sponsor and/or its agents assume no responsibility for lost, late, damaged, misdirected, illegible, incomplete, or postage –due mail, entries, prize claims or game piece requests. All game material submitted becomes property of the Sponsor and will not be returned. All persons, by participating in this promotion and/or submitting a prize claim, agree to be bound by these rules and the decisions of judges, which are final with regard to all decisions relating to this promotion. Winner releases Sponsor, their directors, employees, and agents, including without limitation their advertising and promotion agencies, from any and all liability, loss or damage incurred with respect to the awarding, receipt, possession and/or use or misuse of any.
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7. For the name of the Grand Prize winner, send a self addressed, stamped envelope by 12/15/00 to: Who Wants To Be A Millionaire: 2nd Edition Sweepstakes, Winner List, 1407 Airport Road, Suite 2038, Monroe, NC 28110
8. Sponsor : Sony Computer Entertainment America, Foster City, California 94404.

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www.bvinteractive.com

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Bookmarks

www.thumbwars.com/thumbwars/
Hey, it's Star Wars with thumbs!

www.gamespot.com
Our Web partner on ZDNet. News, reviews and everything you want for all games systems.

www.playstation.com
The official PlayStation Web site, and the location of the PlayStation store.

www.penny-arcade.com
Gaming comics from our friends Gabe and Tycho.

www.sfx.co.uk
Cool sci-fi Web site (and great magazine) from the U.K. Plenty of news about upcoming movies, shows, books and comics.

www.cinescape.com
And something similar from these shores too.

www.katrillion.com
"Yoof" entertainment site.

www.facegenerator.com
Scary face-making tool that currently only works with Internet Explorer.

www.globz.com
Requires the Flash4 plug-in. Interactive games, toys and comics.

www.gamers.com
Games portal that includes news and info from all over the world.

www.shavenwookie.com
Laugh-your-ass-off Star Wars gags.

www.9to5cafe.com
Build a caricature of your boss, then blast away at him. Plus, a few other office time wasters.

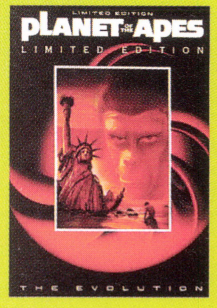
www.boycrazy.com
A little something for the ladies.

DVD Movies

• Although **X-Men** hasn't been out in theaters very long, the DVD's release has already been announced. Look for a special-edition DVD in late November.
www.x-men-the-movie.com

• Don't be surprised if Fox simultaneously releases **Titan: AE** for the PlayStation and DVD. The film is expected to release Nov. 7, so expect the game right around then.
www.afterearth.com

• Disney will release **Toy Story** on DVD and **Toy Story 2** on DVD and VHS on Oct. 17. Both movies will appear in a two-pack DVD set or a three-disc "Ultimate Toy Box" that will also include the short features Tin Toy and Luxo Jr., as well as the trailer for the upcoming feature Monsters Inc. A perfect purchase to go with your PlayStation 2. Also, keep an eye out for **Dinosaur**, which will hit DVD in Feb. 2001.
www.disney.com



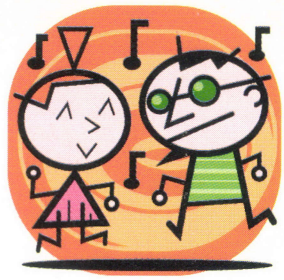
• Last we heard the **Star Wars Episode I: Phantom Menace** DVD is slated for a 2001 release. But the cooler news is this: Apparently George Lucas is planning on adding some footage back into the flick to make it a Special Edition. Nothing's confirmed, but a few more scenes gets us extra giddy.
www.starwars.com

• For fans of everything simian, **The Planet of The Apes Box Set** will be a limited edition. There will be an extra DVD in the set, but it was licensed for only 100,000 printings. Once that set is sold out, you won't see that extra DVD again.
www.foxmovies.com

Sound Station

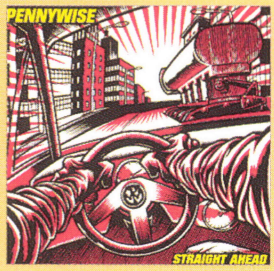
By John Scalzi

Each month we'll be reviewing albums from the bands that provide the aural soundscape to our gaming experiences. This month we review albums from bands contributing to the Ultimate Fighting Championship and MTV Sports: Skateboarding soundtracks.





Megadeth: Risk
Capitol Records
Track to Listen For: Enter the Arena/Crush 'Em
Dave Mustaine's a rock dude who's not afraid to admit he has issues (if I see another article about how he put the entire band in therapy, I'm gonna barf), but at some point you just have to shut up and rock out. "Risk" gets it right some of the time, especially with Goldberg anthem "Crush 'Em," but too much of "Risk" is Mustaine in a noodly introspective mood that comes awfully close to whining, or Mustaine falling back on seriously lame metal cliches (case in point: "Prince of Darkness"—ooooh, the devil. That's original). Suck it up, Dave. You can do better.
Final Score ●●◖



Pennywise: Straight Ahead
Epitaph Records
Track to Listen For: Watch Me As I Fall
I want to like Pennywise more than I do, but they just let me down in the pinch. Sure, they've got a crunchy Cali punk attack, and they certainly provide plenty of value for the money (17 golden greats on just one compact disc!). And they also know how to gripe about the collapse of Western civilization as well as any punk band. But they're just not quite there. Maybe it's the fact they have only one speed (galloping), or that their smart-ass quotient is about 10 percent less than it should be. Either one is allowable, but both at the same time? Eh. Close but no cigarillo.
Final Score ●●●



System of a Down: System of a Down
American Records
Track to Listen For: Suite-Pee
Ah, here we go: A high-speed three-car pile up of punk, goth and Black Sabbath-brand heavy metal—and boy, is the carnage ever messy. This churning, roiling slab o' noise is just right for scaring parents, irritating Britney fans and sterilizing pets, but it's also catchy and compelling in its own right: You can listen to it for its own merits and not just because it's bound to alienate those around you. The horrific anarchic state that System of a Down seems to fantasize about will never come to pass (we all like our supermarkets too much), but it sure makes for fine music to play dystopic video games by. Enjoy.
Final Score ●●●●



Cypress Hill: Skull & Bones
Columbia Records
Track to Listen For: Superstar (Rap & Rock versions)
"Skull & Bones" has one CD of rap ("Skull") and one CD of rock ("Bones"), although from a time standpoint it could have all been stuffed into one CD. One CD might have been a better idea anyway, since while the rock CD has some serious crankage, the rap CD is mostly the same tired rap clichés, from calling women "hos" to posturing about the mean streets. The hits of the album are rock and rap versions of "Superstar," in which music stars complain how difficult their lives are. Aw, poor, poor babies. Someone should give 'em a hug—or a whack on the head.
Final Score ●●◖

John Scalzi's been reviewing music since back when "grunge" was something you scrubbed off your toilet. So respect him, damn it. Visit his Web site at www.scalzi.com. *Also, send him money. Just because.*

Coming Soon to DVD

09/05/2000
The Amityville Horror
Baseball: A Film By Ken Burns (10-Pack)
Edward Scissorhands: 10th Anniversary Edition
The Fly / The Fly 2 (Double Feature)
Men In Black: Collector's Series
The Omen Collection

09/12/2000
Bob Roberts: Special Edition
The Craft: Special Edition
East Is East
Mission To Mars
Spawn Collector's Set (Animated)
This Is Spinal Tap: Special Edition

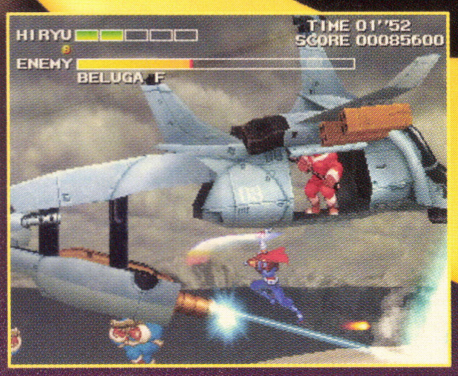
09/16/2000
Stephen King's Pet Sematary

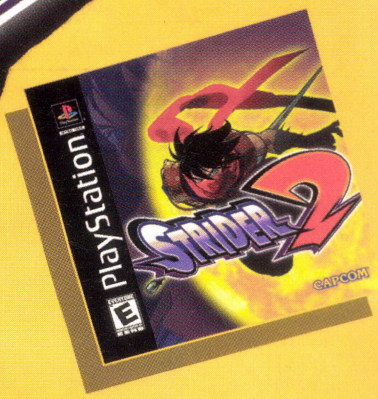
09/19/2000
The Blob (1958)
Hellraiser
High Fidelity
Barry Manilow: Manilow Live!
From Dusk Till Dawn: Dimension Collector's Series
Scream Trilogy DVD Box Set
The Virgin Suicides

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PlayStation

EVERYONE E CONTENT RATED BY ESRB — Animated Violence

CAPCOM EDGE

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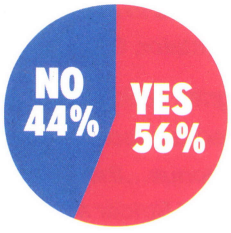






Square has supplied us with some new info and screens for The Bouncer, a fighting game for the PS2. The story revolves around three male characters (Sion Barzahl, Koh Leifoh and Voit Krueger) who work as bouncers at a bar called The Fate. One of their customers, Dominique Cross, is kidnapped by a gang, and the trio must rescue her. The Bouncer is slated for a simultaneous release in Japan and the U.S. later this year.





Are video games better than they used to be?



• **Angelina Jolie** will have to curb her wild ways during the filming of her upcoming movie *Tomb Raider*. Producers have given her an 11 p.m. curfew, according to the Empire Online Web site.
www.empireonline.co.uk

• Tiger Electronics has released an interactive **Yoda**. The 8-inch, Furby-like toy features the voice of **Frank Oz**, who voiced and operated the Yoda puppet in the movies. Not that you can really tell. Like Furby, you can hear the whir of the servos more than you can the badly sampled voice.
www.tigertoys.com

• Warner Bros. has a new script by **William Wisher** (*Terminator 2*) for the next *Superman* movie and is meeting with prospective directors, including **Ralph Zondag** (*Dinosaur*), *Variety* reported. Watch for game publishers to try to snap up the rights soon. Let's hope Titus doesn't give us a repeat performance of their appalling showing with the Man-of-Steel.
www.variety.com

• The *X-Files* producer **Frank Spotnitz** told the Zap2it Web site that the series' eighth season story line is still up in the air. "We literally are figuring that out as we speak, because this is our first week back," Spotnitz said. "But it will be very different from the Mulder-Scully relationship."
www.zap2it.com

• Cinescape Online reported that **Mark Wahlberg** may be in line to star in Tim Burton's remake of *Planet of the Apes*. "People tell me I'm pretty simian, but I think **Tim Burton** wants me to be the **Charlton Heston**," Wahlberg said. Meanwhile, producer **Richard Zanuck** told syndicated columnists Marilyn Beck and Stacy Jenel Smith that there's no role for Charlton Heston in his update of the 1968 film. Zanuck added, "It's not a sequel, it's not a remake of *Planet of the Apes*; it's a reconstruction of the basic idea, a re-imagination of apes and humans." As we go to press it seems that Fox Interactive's game of the franchise is taking a very different tack, and will in fact have very little to do with the new movie.
www.cinescape.com

• The ShowBiz Ireland Web site confirmed a report that **Gabriel Byrne** has been offered a role in *Star Wars: Episode II*. "The people from Star Wars called the other day to offer me something, but I don't know what it is yet," Byrne told the *Irish Star* newspaper, adding that he'd likely accept. He will be joining **Christopher Lee**, the star of numerous horror movies and the upcoming *Lord Of The Rings* epic, who also has a role in *Episode II*.
www.showbizireland.com

• **Joe Nussbaum**, who directed the incredibly popular short film *George Lucas in Love*, will make his feature debut as the director of *How to Eat Fried Worms*, according to *The Hollywood Reporter*.
www.hollywoodreporter.com

• NBC bought the broadcast rights to *Chicken Run*, the DreamWorks animated fantasy film, *Variety* reported. NBC also aired a half-hour prime time infomercial about the movie on June 24. Eidos has the game rights to the franchise (see Previews) and is being extremely bullish about its expectations for the product.
www.variety.com



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GEAR



Multi Player Adapter

Pelican's bulky, bulbous version of the Multitap works—and that's all you can say about it. At a suggested price of $24.99, it's only five bucks cheaper than Sony's peripheral, so if you have to save the money, this one's a decent choice.

www.pelicanacc.com



Sony 20" Trinitron Wega TV

In a perfect world we'd all be gaming on 60" super-TVs, but for those of us with limited space, Sony's 20" Wega is a great option. The flat screen gives one of the sharpest pictures out there, and the speakers provide kickass surround sound. The price is on the high side (around $450), and it's not widely available, so you might have to order one online. Trust us, it's worth it.

www.sony.com



Palm Pad

Built for children, this diminutive controller (it's about two-thirds the size of a standard Dual Shock) features innovative design, but falls flat in the execution. The buttons are too sticky and the D-pad takes too much effort to move—problems that would surely vex kids and adults alike. If Blaze fixed these problems, this would be a solid alternative for younger gamers. But as of now, avoid this one.

www.blaze-gear.com



Sportster

We've said it before, we'll say it again: We're not big fans of PlayStation racing wheels because most of the time the standard Dual Shock handles much better. But Pelican's Sportster is an exception. The Sportster is quite comfortable, controls well, and does a nice job of minimizing oversteer, a problem that plagues most wheels. But if you already own Pelican's GT2 wheel, don't bother with this one, as it's basically the same peripheral with a few cosmetic changes.

www.pelicanacc.com



Pro Shock Lite

The little brother to Blaze's excellent Pro Shock joystick, this smaller version may be too tiny for adult gamers. The Pro Shock Lite is well-constructed, with a responsive stick and comfortable buttons. Kids (and those with smaller hands) should definitely consider this one when playing shooters and other arcadey games. Those with full-sized fingers, though, should stick with the bigger version.

www.blaze-gear.com



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ART DIRECTOR KENICHI IWATA GRAPHICS DIRECTOR KOJI HASEGAWA EVENTS DIRECTOR TAKEHIRO KAMINAGAYOSHI FIELD DIRECTOR KENICHIROU IDE BATTLE DIRECTOR MASARU OHNUMA
BATTLE EFFECTS DIRECTOR KAZUKI HAYASHITANI STARRING DART SHANA ROSE HASCHEL LAVITZ ALBERT LLOYD

NEVER COMING TO A THEATRE NEAR YOU.

www.thelegendofdragoon.com

TEEN T CONTENT RATED BY ESRB
Animated Violence
Animated Blood

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PlayStation

RICK THORNE
PLAY WITH THIS



Back in the day, the thought of having a video game completely devoted to bicycle freestyle never crossed my mind. It was all about games like Pitfall and Frogger. Riding was just a positive outlet, a way to be part of something, expressing ourselves and doing something that made us feel good.

Man, it's been like 18 years for me, and I've been there during the "dark ages," when the sport took a crash in 1988. It was difficult to get support from any sponsors. There was hardly any opportunity, outside of the freedom that riding gave me inside. If you needed a bike, you worked to get it, and you sent yourself to contests. I worked in an Olive Garden for seven years supporting myself to get where I am today.

These days, things are different. With the help of TV, more people seem to show an interest in what we're doing. We've also got different sponsors, action figures, Web sites and video games.

So how do I feel about being featured in Mat Hoffman's Pro BMX? Speechless, for a number of reasons. First, to all the people that weren't down with me—like peers at school and other naysayers—they can now play me in the game. I love that. Also, the video game helps solidify our sport to the mainstream public. I think it helps keep our sport alive by giving kids the choice to ride bikes, or at least to know that we're more than a side show at a state fair. Then, let's say you're hurt and you can't ride for three months; the game will keep you in shape, mentally. It's going to be good for the riders to come up with different tricks and lines because, as any pro will tell you, visualization definitely helps.

Plus, what's going to make Mat Hoffman's Pro BMX so good is Activision. Look at their history of games. Look what Tony Hawk's Pro Skater is like. The engine used by Activision is awesome, and that's what's going to be the key factor in making the game fun to play, with awesome graphics and realistic details. That's what sets this game apart from other bike games. It's an honor to be part of this project.

Never in my wildest dreams did I think I'd end up in a video game. It's a compliment, to say the least, and it is definitely a major milestone for the sport of bicycle freestyle. Let's keep on blasting and keep the feeling of riding real.

X-Games veteran, comedian and purveyor of things black, ***Rick Thorne*** does it all, from hosting for both ESPN and MTV Sports to being a featured rider on the Van's Warped Tour. Catch Rick riding vert and street at just about every major contest. He's the one tearing up gravity on a custom, black Hoffman Deeb.

Big Dave Talks PS2

Dave Perry finds a new home on the PS2

Dave Perry and his development studio, Shiny Entertainment, have been well known for creating some great console games (Earthworm Jim, anyone?), but PC development is what put Perry in the spotlight in the past. Now, though, especially due to the advent of the PlayStation2, Perry and his team are preparing to come back to the console market in a big way. He's currently finishing up a game called Sacrifice—likely his last for the PC—and is hard at work on his first game for the PS2. We caught up with the Shiny boss to talk about the PS2, the games industry and more.



OPM: Which games caught your eye at this year's E3?
Dave Perry: I *loved* MGS2. It was a show-stopper. The music, the action, the "potential" of PS2 was demonstrated. Many developers were complaining about PS2 at the show. I think the MGS2 video set the record straight.

OPM: Will PS2 give you sufficient power even years down the road?
DP: Yes. Consoles are strange beasts. There is *always* a way to milk them more and more. It just takes time to find out how. So expect a good, healthy curve on PS2. By the time the curve is flatlined, you can expect Santa to be delivering you PS3.

OPM: Should Sony be feeling comfortable right now?
DP: No. Sony has a large crosshair on their head. It's a one-shot kill. Luckily, they're moving so fast that they're no easy target. But they definitely can't stand still for a second; the snipers are out there and they know it.

OPM: What'll be your biggest obstacle with the PS2 hardware?
DP: We're still in the predesign stage right now, so we're only testing the hardware. Clearly texture memory will be our biggest bottleneck. We are heading for photo-realism, something that RAM prices try to thwart at every turn. It's something we will solve, but let's just say that it's no painting by numbers.

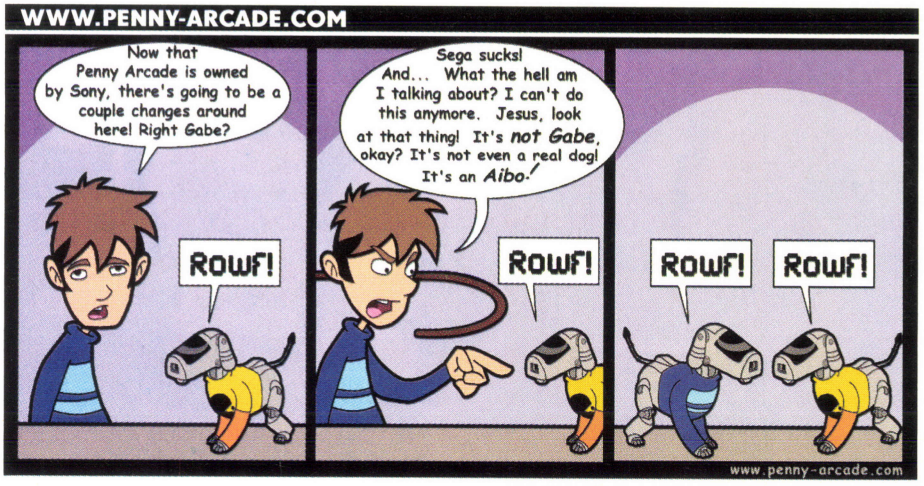
OPM: How long until all PS2 games look like MGS2?
DP: Once you live with developers, you start to understand their psychology. They will bitch and moan about a problem or hardware issue until "somebody" kicks their asses by demonstrating that it *can* be done. Then they pooh all over this solution, stating how they can do it even better. Every day in the video games business is like watching Columbus chart new waters and then the rest of the industry exploring it. The good thing is that anyone can be Columbus—and that's what keeps us all on our toes.

OPM: Interactive Entertainment is potentially more powerful as an entertainment medium than cinema. How far off do you think we are from seeing some really moving gaming experiences?
DP: We discussed this recently at MIT. Some people argued that games are already there and that they personally have cried. I have personally never even been close to tears. I have been close to taking the CD into the parking lot to drive my car over it—but not tears. Emotions are our target, but besides the new (quite easy to make) technology, it requires *fantastic* writers (not just a producer who happens to be your writer because you can't afford a real one).

My prediction was, and still is, that William Morris, ICM and other Hollywood agencies like that will start supplying a lot of the "key" talent that we reach for to really work the emotional side of games. Don't think they're sitting on their asses. They are already forming interactive media departments and getting agents just for this field. So if you are a "star" producer who can already write kick-ass narrative, then you will be getting a call from a top agency down the road. I am not making this up...I have already met with them in the past to discuss these issues.

OPM: You're using the scalable Messiah engine for Sacrifice, but then also for your PS2 game?
DP: Yes. Three years ago we put our chip on the table stating that scalable engines are the future. Messiah was Shiny's Version 1.0 and Sacrifice is Version 2.0. Our PS2 game is clearly going to be version 3.0.

OPM: When can we expect to see Shiny's first PS2 game?
DP: It's the most complex game design I have ever been involved with by miles. It hurts my head just to think about all the aspects we're trying to get into this epic title. The project is easily going to take a few years. Shiny is taking our return to console game design very, *very* seriously. It's like coming home.





Photos: George Peters

Couples Who Play Together Stay Together

As gaming continues to evolve into more of a mainstream pastime, *Official U.S. PlayStation Magazine* continues to introduce some of the couples around the country who game together. This month we chat with Chris, 22, and Kris, 20, a pair from Maryland who are both studying psychology at Bowie State University. Although Kris likes the kiddie games like Tarzan, she'll still go toe-to-toe with Chris at Tekken.

How did you two start gaming together?
Chris: I got my PSX a few months before I met her. I'd play when she wasn't around, but she said she liked playing video games, so we started playing PlayStation together.

Do you compete or play simultaneously?
Kris: We like to compete against one another.
Chris: We play Gekido, where we're both on the same team. But we play games like Tekken, Fighting Force and Quake.

Are there any rewards for the winner?
Kris: We'll do it where one has to give the other a kiss.
Chris: I guess we play for kisses.

Has gaming interfered with or enhanced your relationship?
Chris: It's enhanced it. We'll go shopping and we'll want to get a game, and that's something we do together. We'll look forward to that. Or we'll look on the Internet and highlight games we want, and that'll start conversations. Other times, though, she'll say I play it too much.
Kris: I'll say it's his girlfriend.
Chris: My *other* girlfriend.
Kris: (laughing) And I'll say he's pushing her buttons.

Do you think games are too male-centric?
Kris: I don't think it's too male-centric. I don't think women give it enough of a chance. There are games with females, and it gives women a chance to acknowledge that we are in the game system. We can play as the girls and don't always have to be the male player. So, that's nice.
Chris: I think the sexuality is looked at from a male point of view. You know, big breasts and small waists. They're built to appeal to men. Games now have a lot of female main characters, like RE3 has Jill Valentine. And Lara Croft gets a lot of attention from guys, but girls see her and say, "I want to play as her." I think it works out both ways.

When you're playing do you cheat to distract one another?
Chris: You don't want to know what goes on. She'll jump on me or something. It's kind of distracting. But I can still concentrate.
Kris: No he can't. He'll stop the game. I get behind him and get in his ear. Anything to annoy him.

Kris's favorite games
Tomb Raider series, Clocktower games, Tarzan, Bust-A-Groove, Silent Hill

Chris's favorite games
Resident Evil series, MTV Music Generator, Fear Effect, Syphon Filter

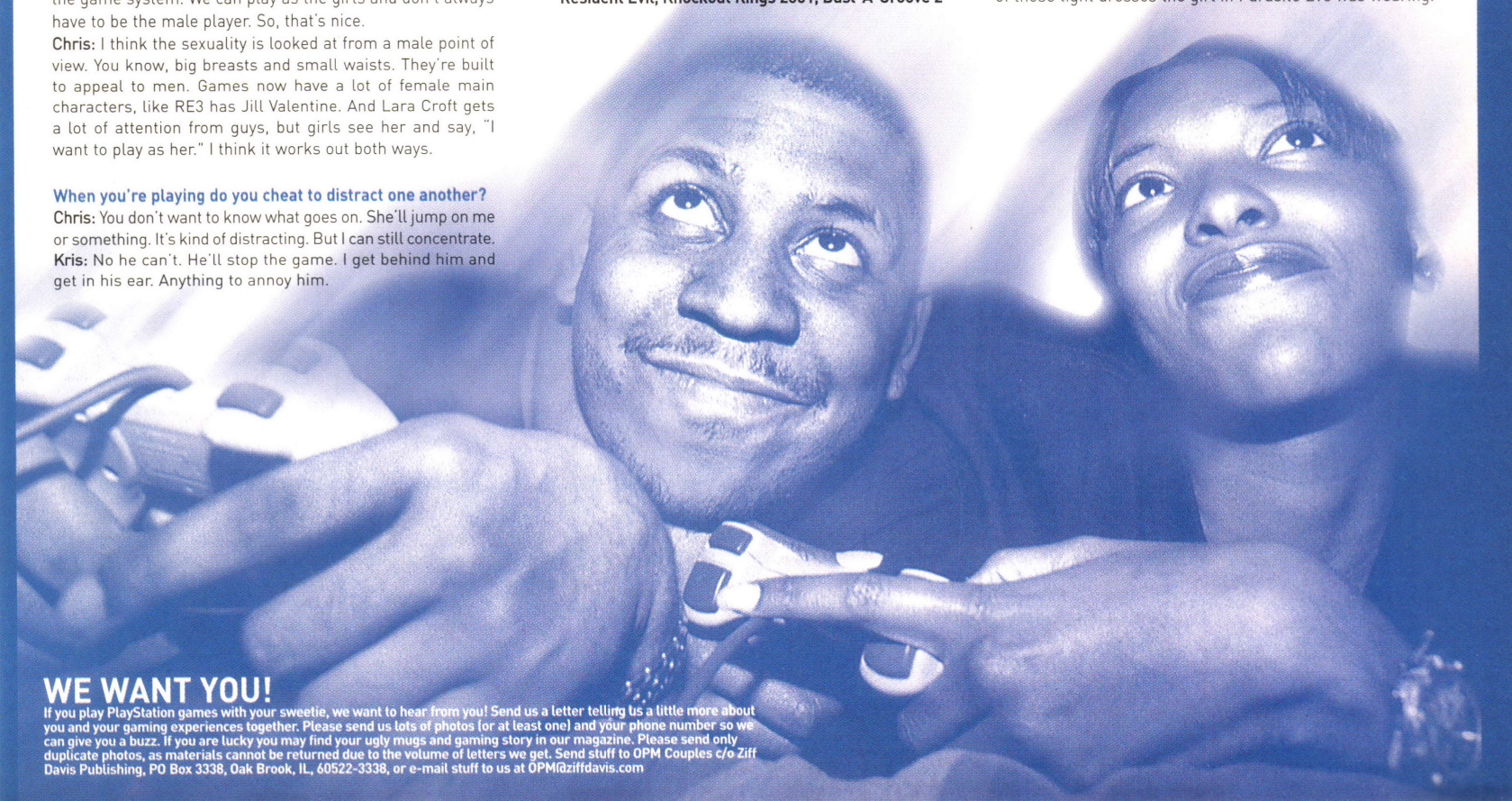
What they can't wait for:
PlayStation2, Midnight Club, new Tomb Raider, new Resident Evil, Knockout Kings 2001, Bust-A-Groove 2

What do you think about the violence in games?
Kris: On the Wu-Tang fighting game they have a code to make it more graphic. More games should be like that. You can see all the blood, but if you have children around, you don't have to see it. Most games don't have that option.

Who's the better gamer?
Kris: I don't know. Sometimes I can beat him.
Chris: I'd say me.
Kris: Probably him because he's got more games than I do.
Chris: She always beats me at Bust-A-Groove. And then she beat me once at Need for Speed 3 and once at Quake 2, and she won't give me a rematch.

Do you think there will eventually be more games made with African-American characters ?
Kris: I hope so. It should be that way.
Chris: I'm not really sure if it'll happen. The same people making PSX games are going to be making games for PS2. So I'm not really sure. It should, though. Times change.

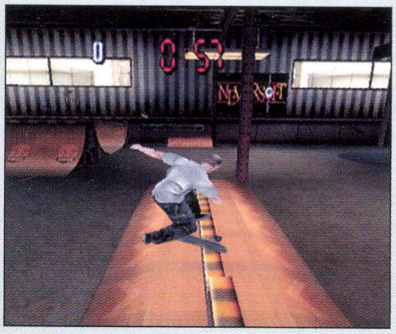
Which video game character is most like your mate?
Kris: I would say the new one from Nightmare Creatures 2.
Chris: Oh my goodness.
Kris: He's not good-looking, but he's kind of smooth, you know. He's killing people and everything.
Chris: I don't kill people!
Kris: I know, but when he gets mad, you gotta watch out.
Chris: That's terrible.
Kris: (laughing) I'll switch.
Chris: No, I'm not going to get you back.
Kris: I know you're going to say I'm that Urban Chaos lady.
Chris: No. I'd say it'd have to be the girl from Parasite Eve. I love that game. The girl on that game is just sexy.
Kris: Oh, Lord!
Chris: They're both slim and sexy. I'd like to see Kris in one of those tight dresses the girl in Parasite Eve was wearing.



WE WANT YOU!

If you play PlayStation games with your sweetie, we want to hear from you! Send us a letter telling us a little more about you and your gaming experiences together. Please send us lots of photos (or at least one) and your phone number so we can give you a buzz. If you are lucky you may find your ugly mugs and gaming story in our magazine. Please send only duplicate photos, as materials cannot be returned due to the volume of letters we get. Send stuff to OPM Couples c/o Ziff Davis Publishing, PO Box 3338, Oak Brook, IL, 60522-3338, or e-mail stuff to us at OPM@ziffdavis.com

TOP TWENTY



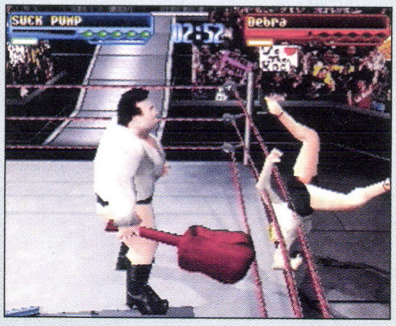
1 Tony Hawk's Pro Skater

Last Month: 3 *Activision* ●●●●◖

It's nice to see this incredibly dynamic skate marathon back at the No. 1 spot. With the sequel nearing, there's no better way to get your skate skills down than to play the first. Its incredible replay value has long-time THPS owners still popping this doozy into their PlayStation.

Any game that has half our staff convinced they could take a run at any half-pipe in the Chicago metro area has to be a good one.

And, if you're a big THPS fan who can't wait for the sequel to hit the shelves, we've got a few new screenshots gracing this month's Previews section. Talk about improving on an original...



2 WWF SmackDown!

Last Month: 1 *THQ* ●●●●◖

After an Elvis-like stay as the king of the sales charts, SmackDown! has fallen to No. 2. Is this because The Rock finally grappled the Heavyweight Belt away from Triple H, or just because the anticipation for SmackDown! 2 is starting to build? Either way, this is a game for the wrestling ages, with all the usual suspects in tights (aside from newcomer Kurt Angle).

But someone, please tell us, what's up with this whole XFL business?

	Last Month	Title / Publisher	Rating
1	3	Tony Hawk's Pro Skater *Activision*	●●●●◖
2	1	WWF SmackDown! *THQ*	●●●●◖
3	9	Spec Ops: Stealth Patrol *Take 2 Interactive*	●
4	4	Syphon Filter 2 *989 Studios*	●●●◖
5	—	Vagrant Story *Square EA*	●●●◖
6	2	Jedi Power Battles *LucasArts Entertainment*	●●◖
7	—	Legend of Mana *Square EA*	●●◖
8	5	Syphon Filter *989 Studios*	●●●●
9	6	Triple Play 2001 *Electronic Arts*	●●●●●
10	7	Gran Turismo 2 *Sony CEA*	●●●●●
11	10	MLB 2001 *989 Studios*	●●●
12	12	Crash Bandicoot: WARPED *Sony CEA*	●●●●●
13	16	Metal Gear Solid *Konami*	●●●●●
14	11	Spyro the Dragon *Sony CEA*	●●●●
15	—	NBA Live 2000 *Electronic Arts*	●●●●◖
16	14	Namco Museum Vol. 3 *Namco*	●●●◖
17	15	Namco Museum Vol. 1 *Namco*	●●●◖
18	20	Need For Speed: High Stakes *Electronic Arts*	●●●●◖
19	—	Tekken 3 *Namco*	●●●●●
20	13	Army Men 3D *3DO*	●●●

Source: NPD TRSTS Video Games Service, mid-June 2000. Call them at 516.625.2345 for questions about this list. No games for competing console systems (e.g., N64, Dreamcast) were included. Overall sales figures may vary. Game descriptions written by the OPM staff.



3 Spec Ops

Last Month: 9 *Take 2 Interactive* ●

If a steaming bag of doodie costs $1, does that mean it's a bargain?! No! Why are you buying this?! Just because it's cheap?



4 Syphon Filter 2

Last Month: 4 *989 Studios* ●●●◖

Still hanging around the top of the sales charts. A solid game, but the first one's even better (and less expensive, too).



5 Vagrant Story

Last Month: — *Square EA* ●●●◖

A deep, dark and sometimes disturbing dungeon crawl with fantastic production values and satisfying (albeit somewhat repetitive) gameplay.

OPM's Most Wanted PS2 Games

1	Metal Gear Solid 2	*Konami*
2	Dark Cloud	*Squaresoft*
3	Madden NFL 2001	*EA Sports*
4	Star Wars: Starfighter	*LucasArts*
5	Onimusha	*Capcom*
6	Munch's Oddysee	*Infogrames*
7	FIFA Soccer W.C.	*EA Sports*
8	Timesplitters	*Eidos*
9	Zone of the Enders	*Konami*
10	Gradius III and IV	*Konami*

OPM's Most Wanted PS Games

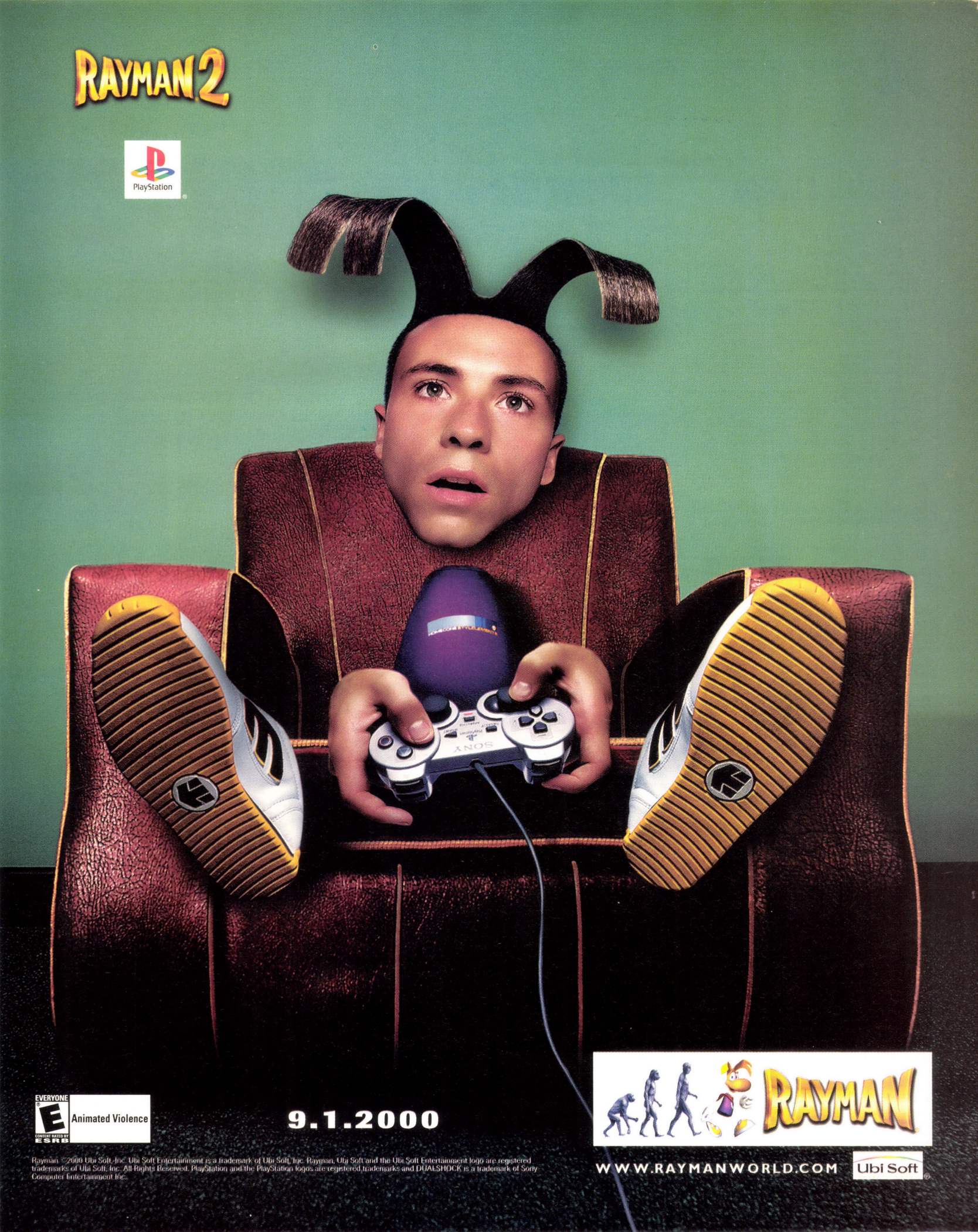
1	Spider-Man	*Activision*
2	Tony Hawk 2	*Activision*
3	Final Fantasy IX	*Squaresoft*
4	Fear Effect: Retro Helix	*Eidos*
5	Dino Crisis 2	*Capcom*
6	Parasite Eve II	*Square EA*
7	Dragon Warrior VII	*Enix*
8	MoH Underground	*EA*
9	Alone in the Dark 2	*Infogrames*
10	Ms. Pac-Man MM	*Namco*

Japan's Top 10 PS and PS2 Games

1	My Summer Vacation	*Sony CEI*
2	Robot Taisen Alpha	*Banpresto*
3	Dance Dance Rev. 3rd	*Konami*
4	All Star Pro Wrestling	*Square*
5	FIFA Soccer W.C.	*EA Square*
6	Elder Gate	*Konami*
7	Hresvelgr	*Gust*
8	Ridge Racer V	*Namco*
9	Get a Driver's License	*Twilight Exp.*
10	Tekken Tag Tournament	*Namco*

U.K.'s Top 10 PlayStation Games

1	Colin McRae Rally 2.0	*Codemasters*
2	World Chmp. Snooker	*Codemasters*
3	WWF SmackDown!	*THQ*
4	Vagrant Story	*Square*
5	Hogs of War	*Infogrames*
6	Euro 2000	*EA Sports*
7	Jedi Power Battles	*LucasArts*
8	F1 2000	*EA Sports*
9	Disney: Magical Racing	*Eidos*
10	Medal of Honour	*EA*



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Previewed Inside

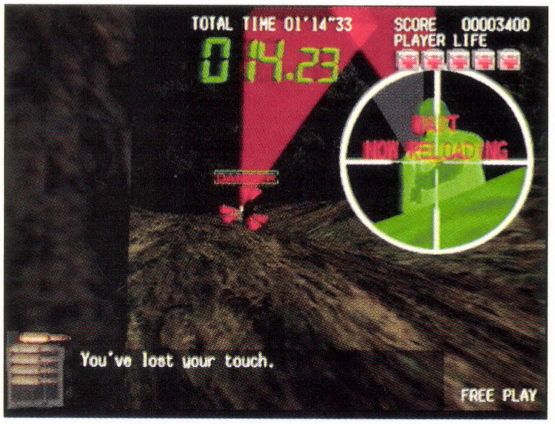
7 Blades 74
Dynasty Warriors 2 70
F1 Champ. Season 2000 70
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Summoner.....74
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Warriors of Might & Magic 70

Silent Scope

Set your sight on this one

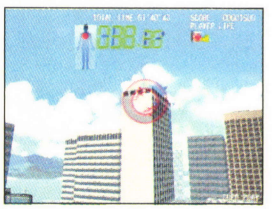
When we first heard about last year's arcade hit Silent Scope coming home to PS2, we had our doubts. After all, how could a game that seemed so dependent on a gun peripheral possibly hold our interest without such a device? The answer is as simple as the touch of a button. "Control is very intuitive," says **Konami** product manager Jason Enos. "Just hit the L1 button and you get the same effect as looking through the sight on the gun at the arcade. You can even adjust the scope's size." It all works remarkably well.

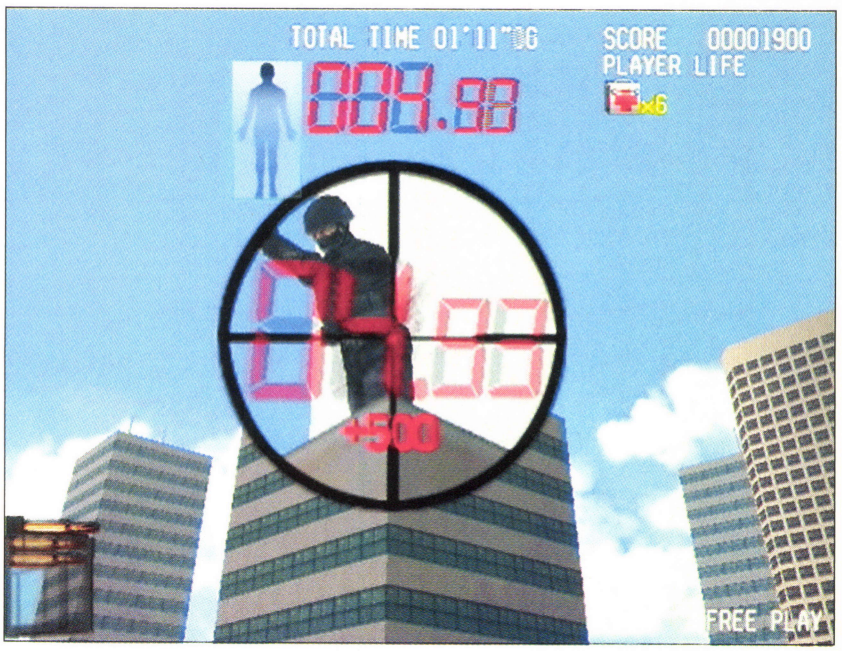
In addition to performing the arcade version's sniperly duties—saving the president and his family from terrorists—the PS2's Silent Scope also features an outdoor shooting range ideal for perfecting your skills. And you can do so as early as the system's **launch**.

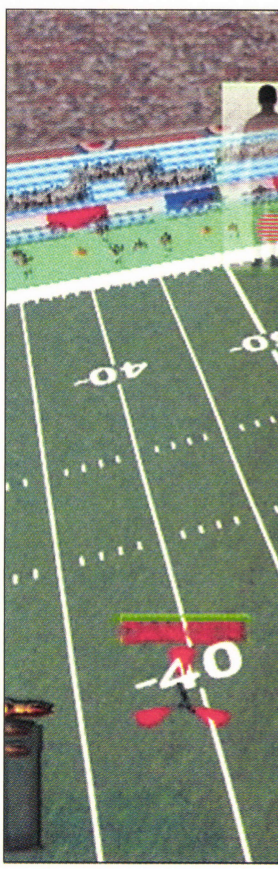












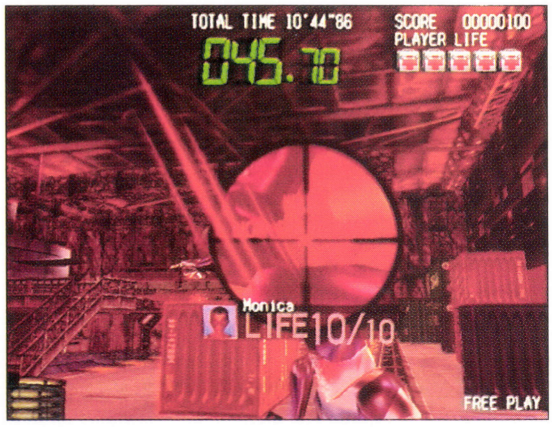
Coming Soon

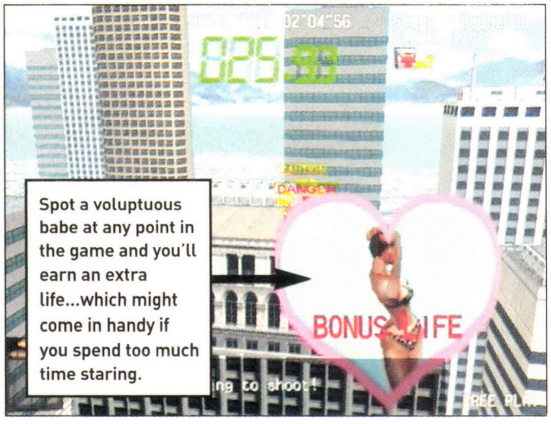
Launch Titles (subject to change)

Armored Core 2	Agetec	Action
The Bouncer	Square EA	Action
Dark Cloud	Sony CEA	Adventure
Dead or Alive 2: Hardcore	Tecmo	Fighting
ESPN International Track & Field	Konami	Sports
Eternal Ring	Agetec	RPG
Evergrace	Agetec	Adventure
Fantavision	Sony CEA	Puzzle
FIFA Soccer World Championship	EA Sports	Sports
Fusion GT	Crave	Racing
Gradius III and IV	Konami	Shooter
Gran Turismo 2000	Sony CEA	Racing
ICO	Konami	Adventure
Kessen	EA Games	Strategy
Knockout Kings 2001	EA Sports	Sports
Madden NFL 2001	EA Sports	Sports
Midnight Club	Rockstar	Racing
NCAA GameBreaker 2001	Sony CEA	Sports
NFL GameDay 2001	Sony CEA	Sports
Rayman	Ubi Soft	Action
Ready 2 Rumble: Round 2	Midway	Sports
Ridge Racer V	Namco	Racing
Roadster Trophy	Interplay	Racing
Silent Scope	Konami	Shooter
Smuggler's Run	Rockstar	Racing
SSX	EA Sports	Sports
Star Wars: Episode I—Starfighter	LucasArts	Action
Street Fighter EX3	Capcom	Fighting
Summoner	THQ	RPG
Swing Away Golf	EA Sports	Sports
Tekken Tag Tournament	Namco	Fighting
Timesplitters	Eidos	Shooter
Unreal Tournament	Infogrames	Shooter
World Destruction League: Thunder Tanks	3DO	Action
The World Is Not Enough	EA Games	Shooter
X Squad	EA Games	Action

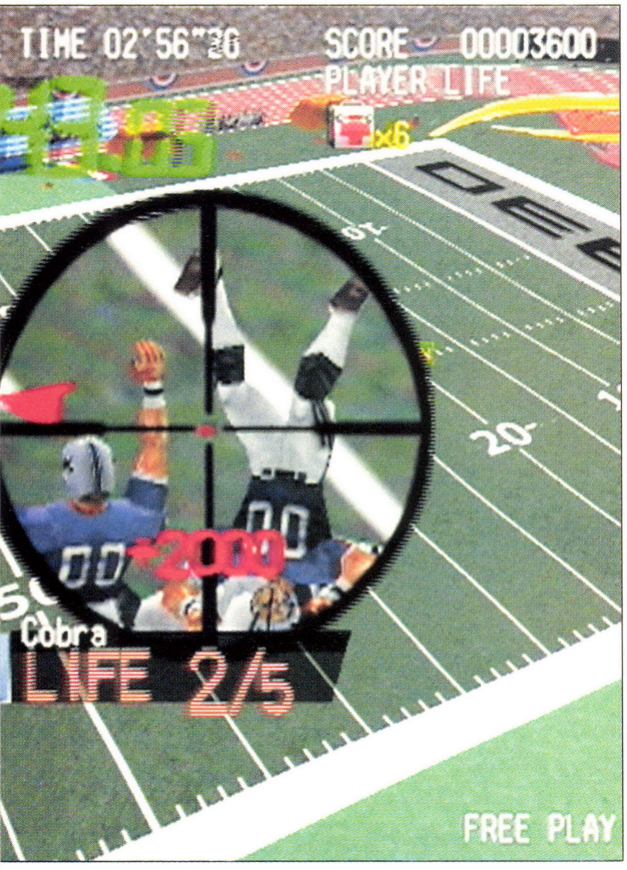
Late 2000 Titles

Age of Empires II: The Age of Kings	Konami	Strategy
Dynasty Warriors 2	KOEI	Strategy
ESPN NBA 2Night	Konami	Sports
ESPN X Games: Snowboarding	Konami	Sports
Extermination	Sony CEA	Action
NHL 2001	EA Sports	Sports
Oddworld: Munch's Oddysee	Infogrames	Adventure
Oni	Rockstar	Adventure
Onimusha: Warlords	Capcom	Adventure
Sim Theme Park	EA Games	Strategy
Tiger Woods PGA Tour 2001	EA Sports	Sports
Top Gear: Dare Devil	Kemco	Racing





Spot a voluptuous babe at any point in the game and you'll earn an extra life...which might come in handy if you spend too much time staring.



Orphen

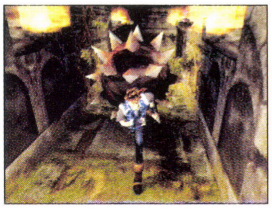
It's like Castlevania—but in 3D

Japanese developer **Kodokawa Shoten** is currently working on this 3D-action/adventure title based on its anime series, *Sorcerous Stabber Orphen*. The **Activision** offering utilizes a third-person perspective and features levels somewhat reminiscent of the Castlevania titles, making for plenty of platform jumping. The first part of your quest most prominently stars the main character, Orphen, a 20-year-old sorcerer accomplished in the arts of black magic. But as you progress through the game, you'll come across other soon-to-be playable characters as well, each with his or her own unique levels to traverse. As for the action, hand-to-hand combat is the best means to strike down most of the 100-plus enemies, but your vast array of fancy magical spells proves most useful for long-range attacks. Graphically, Orphen looks better than most other PS2 games, filled with plenty of special effects and the use of anti-aliasing to keep things looking smooth. The game should arrive in the U.S. **early next year**.



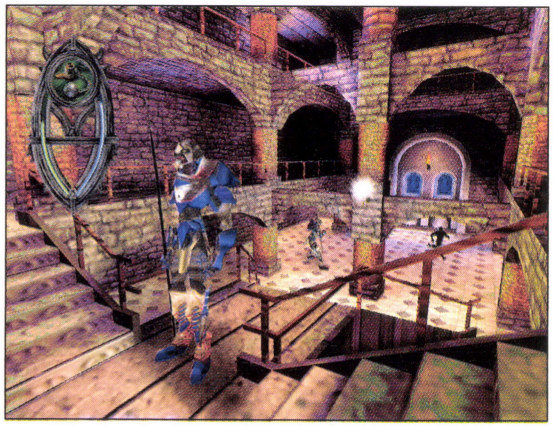












Warriors of Might & Magic

Crusaders of Might & Magic for the original PlayStation failed to impress most who played it, but **3DO** hopes to turn things around with its upcoming PS2 installment to the series. Featuring highly detailed environments and a revamped version of the M&M game engine, Warriors offers up a new story of betrayal and redemption. Your character, Aleron, is fitted with all sorts of weapons and special attacks. Look for the game to hit shelves before the **year's end**.



F1 Championship Season 2000

It's **EA Sports**' first F1 effort for the PS2 and the company is going all out to accentuate realism. All of the F1 tracks look better than ever thanks to the PS2's graphic capabilities. Actual F1 talents provided input for the camera placement and audio commentary, and according to EA, your opponents on the racetrack will emulate the performance of their real-life counterparts. Also, two players can go at it via split-screen. Look for F1 Championship Season 2000 in **November**.

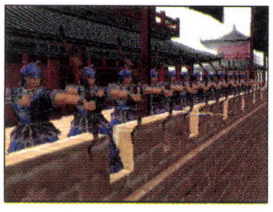
Dynasty Warriors 2

In a field of many, you are but one

KOEI boasts its PS2 **launch** title as "a new type of action game"—and they just might be telling the truth. Set in war-wrought second-century China, the game's premise strays from the traditional 2D fighting action of the 1997 PlayStation original in favor of adding a new twist to the battlefield experience. Instead of "one versus one," you are "one versus many" on a field of over 1,000 warriors. Just imagine yourself controlling only Mel Gibson in a Chinese *Braveheart* and you get the general idea.

After you've chosen your favorite of nine warriors (three from each of the three warring kingdoms), it's time to hit one of the 360-degree battlefields, each spanning over one square kilometer in size. Equipped with your favorite sword, spear or bow, use your combo and special attacks to take on everyone from lowly enemy foot soldiers and archers, to famous warriors found in any Chinese history book. Don't get too carried away with killing any foe you see, though; you must always keep an eye open for thin spots in enemy lines, making sure that yours doesn't grow weak all the while. And don't forget to help out any friends in need—you can even hear their screams! Look for more info next month.

















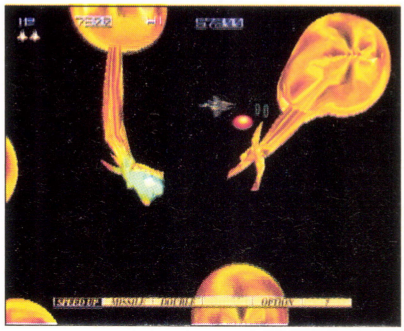


Gaining a Rep

As you play through a campaign in DW2, don't expect your valiant efforts on the battlefield to go unnoticed. With each victory—and with the help of special items found during skirmishes—your statistics rise, as do your reputation and rank. But don't expect your prowess to go unnoticed by the enemy. Once you become a celebrated warrior, they'll see you as such, sending their finest soldiers against you. Better yet, the weak will run away!

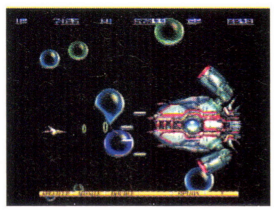
Gradius III and IV

Long live the 2D shooter!



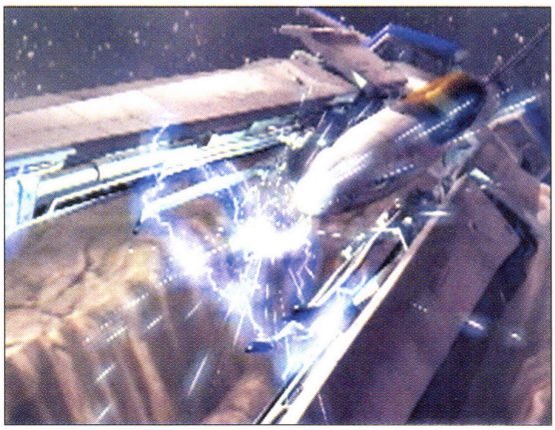
Konami doesn't exactly expect to have a best-seller on its hands with this duo of Gradius titles—but the niche market longing for a return to the days of the side-scrolling 2D shooter is in for a real treat. "There are many subtle gameplay enhancements in Gradius IV that can't be done on PlayStation," says Jason Enos of Konami, referring specifically to a swarm of shapeshifting gold dragons and a purple haze that would make Jimi Hendrix proud. Throw in one of the most breathtaking opening cinema sequences ever seen on a home console, and we're entirely convinced. This could be the sleeper hit of the PS2 **launch**.





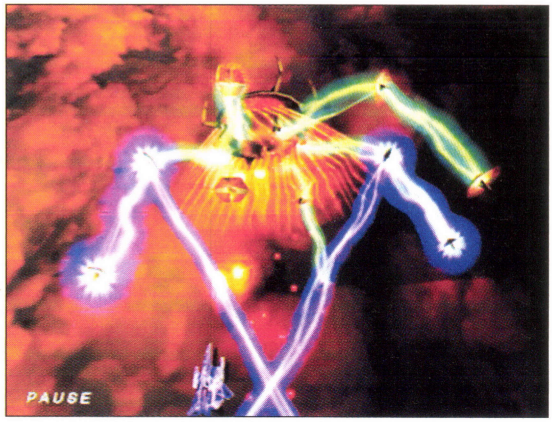








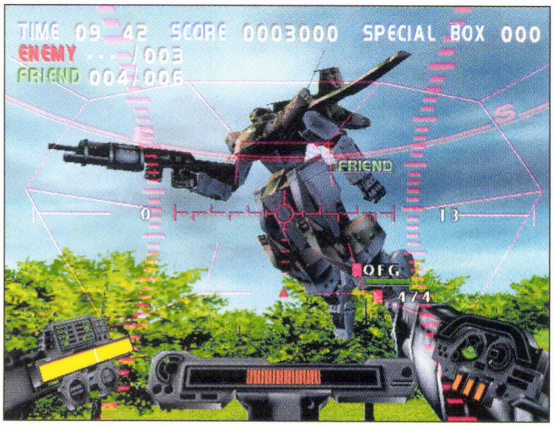
"These sequences show what the PS2 is all about," says Konami's Jason Enos. He's not kidding. From mysterious red planets with living faces on them to a trench run straight out of *Star Wars*, the game's opening is downright awesome.



Silpheed: The Lost Planet

Space-shooter fans, take notice: **Game Arts** and **Capcom** are currently developing another installment in the Silpheed series. This time around, all of the game is rendered in real-time (opposed to the prior Sega CD version's use of prerendered full-motion video to display its backdrops). The action in Silpheed takes place above a planet under alien invasion, as you blast your way through six shoot-'em-up stages. A feast for the eyes, Silpheed hits Japan this **fall**.





Gungriffon Blaze

Made popular on the Sega Saturn, **GameArts**' Gungriffon series blasts its way to the big time with this release for the PS2. The new incarnation includes a variety of missions spanning all sorts of terrain around the globe. Your objectives include hunting down specific targets, helping a convoy to safety, and, of course, full-on blast-every-thing-that-moves warfare. **Capcom** is releasing Gungriffon Blaze this **August** in Japan, and we'll hopefully get it in the U.S. soon after.

Metal Gear Solid 2

The obligatory monthly Solid Snake coverage

By now you all know that Metal Gear Solid 2 could quite possibly be God's gift to gaming. Luckily, we've gotten hold of the E3 trailer on DVD (see page 26) and are now able to provide you with a few new shots you likely won't see anywhere else. Since the May trade show, we've uncovered more details on the game's story: After MGS1, Revolver Ocelot sold the disc holding the Metal Gear Rex data to countries around the world—several of which have built armies of the Metal Gear Rex units. In order to stop them, Metal Gear Ray was constructed. But as luck would have it, terrorists have taken over the ship transporting the superweapon. Thankfully, Snake returns to save the day. (So...how long until **fall 2001**?)

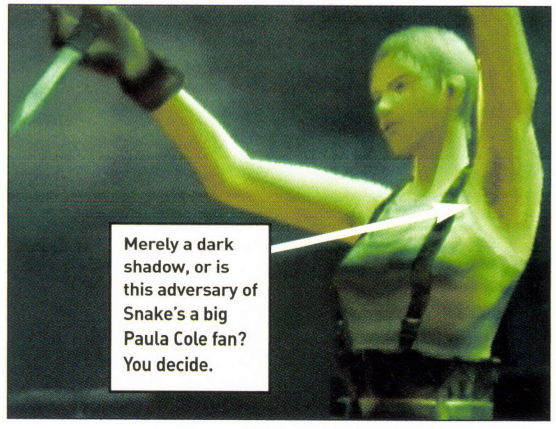












Merely a dark shadow, or is this adversary of Snake's a big Paula Cole fan? You decide.

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AIR ATTACK 2

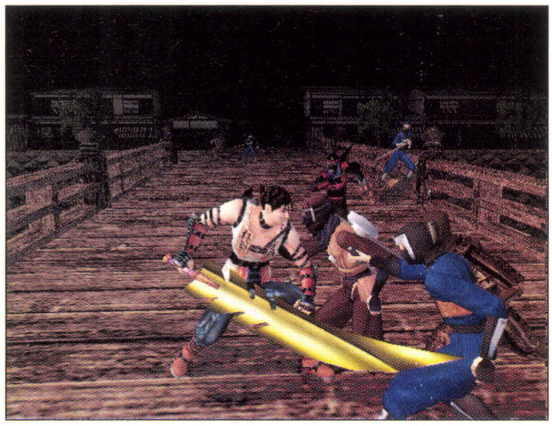
Join Captain Blade and his Cavalry in this non-stop helicopter showdown.

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7 Blades

Evil space ninjas have invaded the planet. Sounds like a job for Gokurakumaru! Uh...yeah. Based on the Japanese movie *Legend of Zipand*, this **Konami** action game places you in the role of the hero with a funny name or his female companion, Yuri, against hordes of enemy ninjas. Both can collect weapons—Yuri likes guns, while the G-man is a skilled swordsman. The game begins in feudal Japan—but you eventually fight in a space ship! Look for it this **winter**.



Top Gear: Dare Devil

Previously one of the most popular racing series on Nintendo systems, **Kemco**'s Top Gear franchise is set to return this **November** on the PS2 with Dare Devil. Perform stunts throughout settings like New York, San Francisco, London and Tokyo, destroying telephone booths, road signs, store windows, gas pumps, or anything else that impedes your progress. The game involves plenty of chasing and evading, and as many as eight players can participate in minigames.

Summoner

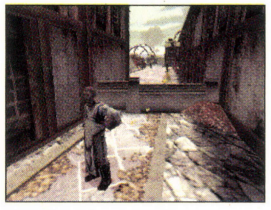
Control your demons

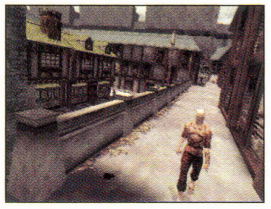
Recently, we got the chance to sit down for a day or so with an early version of this upcoming role-playing game from **THQ** and **Volition**. Even at this early stage, it's clear that Summoner will stand out from the pack of console RPGs. The most striking feature of this sweeping epic is the level design and architecture. Each spacious area enjoys its own look and feel, from slum streets and dank sewers to deep catacombs and a vertiginous monastery. Also intriguing is the multiple-character control system: At any point in the game, players can switch control to anyone in the party, including ferocious demons summoned by Joseph, the game's namesake. While Summoner currently needs work in the framerate department and some battle balancing, it should shape up nicely before the PS2 **launch**.





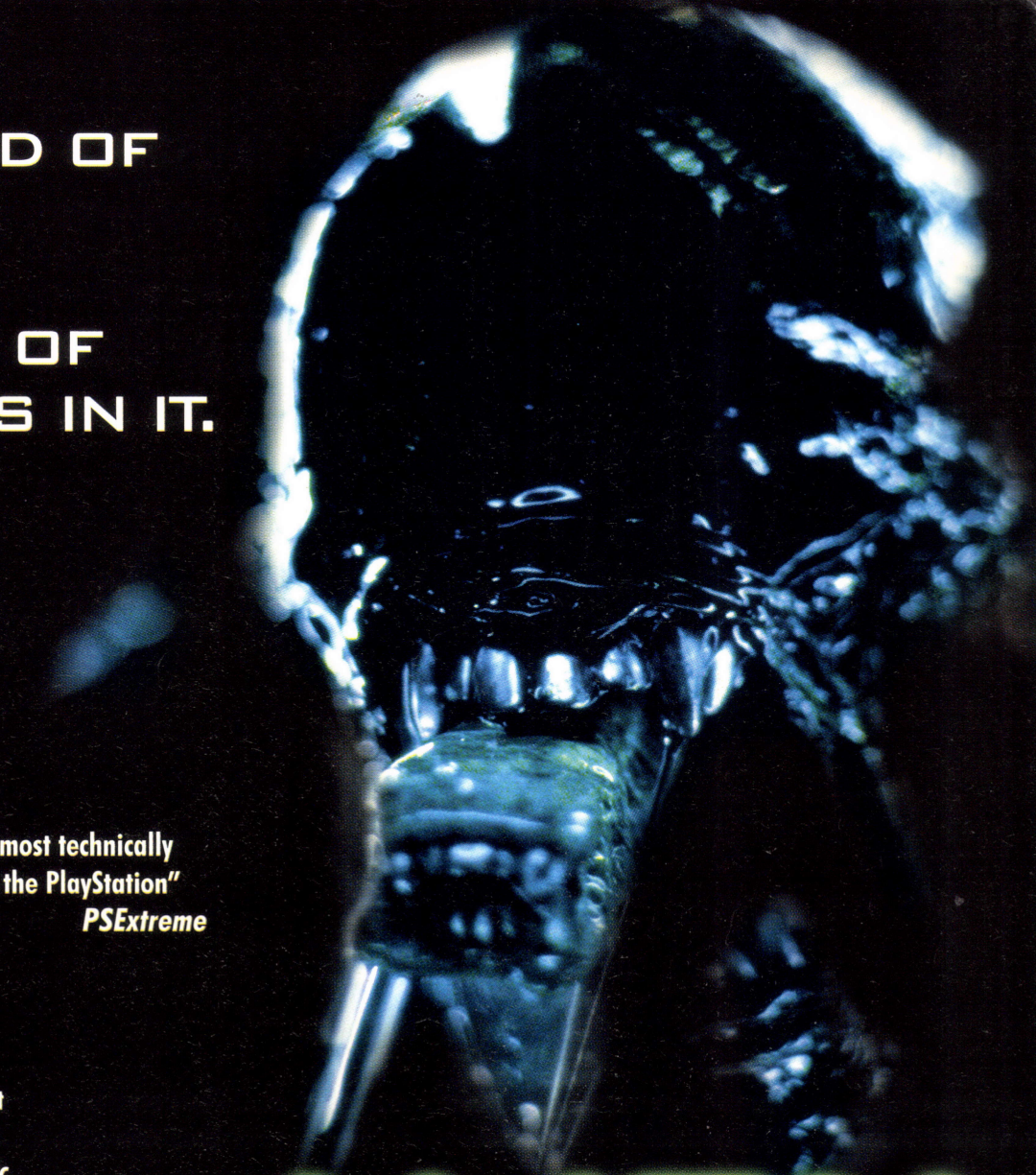






DON'T BE AFRAID OF THE DARK.

BE AFRAID OF WHAT'S IN IT.



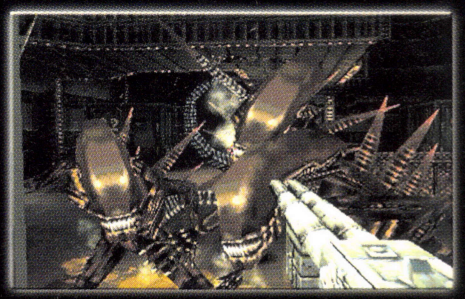
"Alien Resurrection is the most technically superb game available on the PlayStation"
PSExtreme

"Compelling gameplay and genuine tension set Alien Resurrection above all other FPS games."
Gamers Republic

ALIEN RESURRECTION™







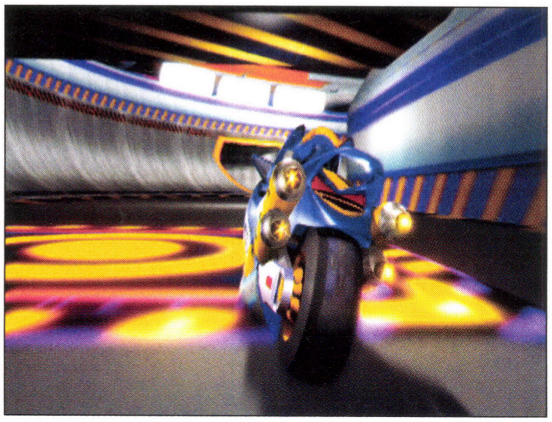
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MATURE M CONTENT RATED BY ESRB
Animated Blood and Gore
Animated Violence

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Motor Mayhem

Infogrames is hoping to create a new franchise with Motor Mayhem. If all goes as planned, the game will kick off a series of titles based on the fictional Vehicle Combat League (VCL). As a sort of ultra-futuristic Twisted Metal, MM focuses on nine unique, varied characters (rather than on the vehicles alone). You can even customize your ride extensively as you compete with up to three other players in eight destructible arenas. The VCL gets underway **early next year**.





Red Faction

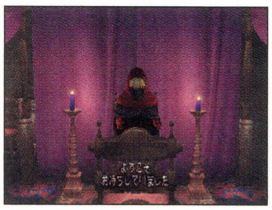
Volition, Inc.—the fellows behind Descent and Summoner—set out to create a first-person shooter with a fully destructible environment, and Red Faction is the spectacular result. Slated for release from **THQ** in the **first half of 2001**, the game adds lots of nifty features to the FPS formula, like weapons with heat-sensor readouts; a stable of land, sea and air vehicles; and, of course, the ability to blast holes anywhere in walls, ceilings, floors, and just about anything else.

Shadow of Destiny

Travel through time to save your neck

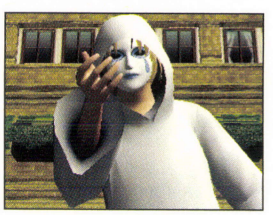
You're dead. Unsuspectingly, you were stabbed in the back. You don't know who did it. You don't know why. But thanks to a mysterious man who has transported you back in time 30 minutes before your death, you've been given a chance to prevent your demise. And prevent it you do...but not for good. Death can't be evaded so easily—and it's making your life a living hell. Only by transporting back to four different time periods—1500, 1900, 1980 and 2000—can you hope to restore your world to normal. In each period you're given a certain amount of time before you die, and actions you make in the past can affect the future. **Konami** will bend the time streams **later this year**.

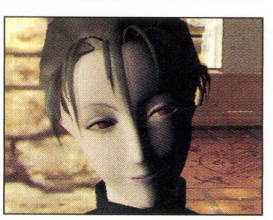














Andy Macdonald
1999 X-Games Gold Medal, Vert Doubles
1999 World Cup Vert & Overall Combined Champion
World record for Longest Skateboard Jump - 56' 10.75"







Featured Skaters -
Andy Macdonald
Rick Howard
Josh Kalis
Keith Hufnagel
Danny Way
Brian Howard
Stevie Williams
Jen O'Brien
Colin Mckay
Rob Dyrdek
Alan Petersen

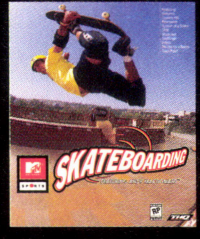


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EVERYONE
E
CONTENT RATED BY ESRB
Mild Animated Violence
Mild Language

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Coming Soon

August

Action Man	Hasbro	Action
ATV: Quad Power Racing	Acclaim	Racing
Builder's Block	Jaleco	Puzzle
Bust-A-Groove 2	Enix	Action
Disney's Aladdin in Nasira's Rev.	Sony CEA	Action
Disney's Dinosaur	Ubi Soft	Adventure
Hogs of War	Infogrames	Strategy
LEGO Rock Raiders	LEGO Media	Adventure
Lunar 2: Eternal Blue	Working Des.	RPG
NCAA GameBreaker 2001	Sony CEA	Sports
NFL GameDay 2001	Sony CEA	Sports
Polaris Snocross 2000	Vatical	Sports
Pro Pinball: Fantastic Journey	Take-Two	Pinball
RayCrisis: Series Termination	Working Des.	Shooter
RC Revenge	Acclaim	Racing
Spider-Man	Activision	Action
Superman	Titus	Action
Sydney 2000	Eidos	Sports
Team Buddies	Midway	Action
Tenchu 2	Activision	Adventure
TYCO R/C Smash and Bash	Mattel	Racing
Valkyrie Profile	Enix	RPG
Vanishing Point	Acclaim	Racing
Winnie the Pooh: Honey Hunt	Mattel	Adventure

September

Army Men Air Attack 2	3DO	Action
Bomberman Party Edition	Vatical	Action
Breakout	Hasbro	Action
CatDog: Saving Mean Bob	Hasbro	Action
Championship Motocross 2001	THQ	Sports
Dave Mirra Freestyle BMX	Acclaim	Sports
Destruction Derby Raw	Midway	Racing
Dragon Tales Dragonseek	Mattel	Action
Duke Nukem: Land of the Babes	Infogrames	Adventure
Earthworm Jim	Interplay	Action
ESPN GOG: Bass Fishing	Konami	Sports
F1 Championship	Ubi Soft	Racing
Family Feud	Hasbro	Misc.
Ford Racing	Empire	Racing
Frogger 2: Swampy's Revenge	Hasbro	Action
Galaga	Hasbro	Action
In Cold Blood	Midway	Adventure
Inspector Gadget	Ubi Soft	Action
Jeopardy! 2nd Edition	Hasbro	Misc.
King of Fighters	SNK	Fighting
LEGO Stunt Rally	LEGO Media	Racing
Mega Man Legends 2	Capcom	Action
Micro Maniacs	Codemasters	Racing
Ms. Pac-Man Maze Madness	Namco	Action
MTV Sports: Pure Ride	THQ	Sports
MTV Sports: Skateboarding	THQ	Sports
NFL Blitz 2001	Midway	Sports
NHL FaceOff 2001	Sony CEA	Sports
Panzer General Assault	Mindscape	Strategy
Parasite Eve II	Square EA	Adventure
Power Rangers Lightspeed Rescue	THQ	Action
Rayman 2: The Great Escape	Ubi Soft	Action
Scooby-Doo!	THQ	Action
Sea-Doo Hydrocross	Vatical	Sports
Sesame Street Sports	Mattel	Sports
Speedball 2100	Empire	Sports
Tonka Space Station	Hasbro	Action
Tony Hawk's Pro Skater 2	Activision	Sports
Torneko: The Last Hope	Enix	Sports
Wacky Races	Infogrames	Racing
World Destruction League: Tanks	3DO	Action

October

Army Men Sarge's Heroes 2	3DO	Action
Arthur! Ready to Race	Mattel	Racing
Batman Beyond: Return of Joker	Kemco	Action
Buzz Lightyear of Star Command	Activision	Action
DarkStone	Take-Two	RPG
Dino Crisis 2	Capcom	Adventure
Donald Duck: Quack Attack	Ubi Soft	Action
Dragon Valor	Namco	Adventure
Evil Dead: Hail to the King	THQ	Adventure
FIFA 2001	EA Sports	Sports
The Flintstones: Bedrock Bowling	Southpeak	Action
The Grinch	Konami	Action
HBO Boxing	Acclaim	Sports
The Jungle Book Rhythm N'Groove	Ubi Soft	Action
Mary Kate and Ashley's Mall	Acclaim	Action
Mike Tyson Boxing	Codemasters	Sports
Mort the Chicken	EA Games	Action
MTV Sports: T.J. Lavin's Ult. BMX	THQ	Sports
The Mummy	Konami	Action
Muppet Race Mania	Midway	Racing
NASCAR Heat	Hasbro	Racing
NASCAR Racers	Hasbro	Racing
NBA Live 2001	EA Sports	Sports
NBA ShootOut 2001	Sony CEA	Sports
Rescue Heroes	Hasbro	Action
RPG Maker	Agetec	RPG
Rugrats in Paris	THQ	Action
Sheep	Empire	Strategy
Tom & Jerry: House Trap	Mattel	Action
Ultimate Fighting Championship	Crave	Action
Vampire Hunter D	Jaleco	Adventure
Worms Pinball	Infogrames	Pinball
WWF SmackDown! 2	THQ	Action
You Don't Know Jack Mock 2	Sierra	Misc.

Spyro: Year of the Dragon

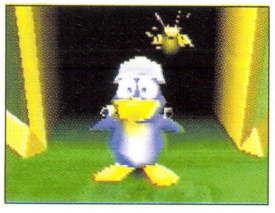
PlayStation's most loveable lizard returns

The newest edition of **Sony CEA**'s ultra-cute platformer looks to be easily the best so far. The keyword this time around is variety, and the game seems to deliver in spades. But Year of the Dragon is actually something of a misnomer, since the game includes five playable "Critters" in addition to the loveable Spyro (see sidebar). And Spyro himself will be seen riding a skateboard, piloting a mini-submarine, blasting enemies in a gunboat and more on his quest to recover 150 dragon eggs scattered through the game's 37 levels. (Incidentally, that's nine more than in the last game—and with Year of the Dragon's levels being 150 to 200 percent larger than before, you should notice quite a difference in size when the game is released in **late October**.) Plus, Spyro will retain all the special abilities he learned in Spyro 2—like swimming, climbing, head stomp and so on—and other power-ups will no longer require an enemy kill quota for activation.



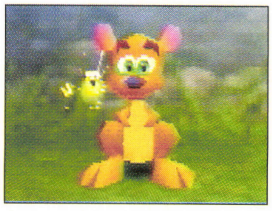






Supporting Cast

In Year of the Dragon, you control everything from a boxing Yeti to a genetically engineered space monkey. Players can now even take control of Spyro's dragonfly companion, Sparks, in a top-down, Gauntlet-inspired minigame. Here's a look at the game's motley cast of characters so far, clockwise from below: Sheila the Kangaroo, Sgt. Byrd the flying penguin, Bentley the friendly Yeti, and Agent 9, a genetically engineered space monkey.















007 Racing

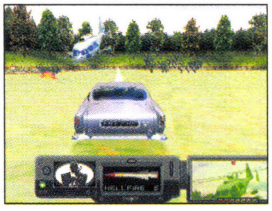
The racing game that isn't

It may be called 007 Racing—but you don't actually do any racing. You'd be forgiven for having horrible thoughts of James Bond meeting Crash Team Racing in an embarrassing combination of genres that just don't match. But it's not like that. 007 Racing is actually a mission-based car combat game developed by **Eutechnyx** (so it doesn't use the Need For Speed engine as previously rumored). Jump in one of the famous Bond-mobiles and cruise around blowing stuff up, mangling madmen and picking up power-ups such as missiles, rockets and huge chain guns. We got to play an early version of the game recently, and it's actually quite playable. Imagine something like Syphon Filter, only in a car instead of on foot. Bond fans should revel at the opportunity to drive the DB5—and they only have to wait until **November.**





Early images of the game only show the Aston Martin from *Goldfinger*, but hopefully we'll see every boy's dream...the BMW Z8, maybe the Z3 the Lotus Esprit from *The Spy Who Loved Me*. There's no final car list yet, but we'll let you know when we have one.





Ms. Pac-Man Maze Madness

When Ms. Pac-Man chomps her way onto the PlayStation this **October** courtesy of **Namco**, don't expect Pac-Man World with a bow. Do expect, however, to still see a great video game, closer in style to the maze-heavy roots of early Pac attacks. (We've played this one for hours already and have yet to feel a moment of boredom.) In single-player mode, solve a series of progressively challenging puzzles through 180 mazes, with plenty of dot- and ghost-munching along the way—even a myriad of minigames to vary up the action. However, Maze Madness truly shines in its three four-player modes, involving such simple goals as collecting 80 dots before anyone else does or not having "da bomb" at the end of 20 seconds (but then you get to trouble others as a ghost!).

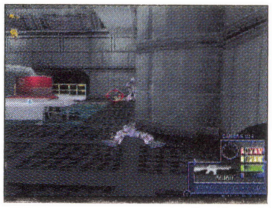


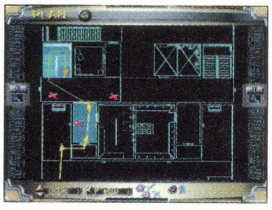




Rainbow Six: Rogue Spear

If you're aiming for political intrigue and not one, but two antagonists—the Russian mafia and a Middle Eastern terrorist organization—**Red Storm**'s Rogue Spear is a good way to go about saving the world...again. Build a team of skilled operatives best equipped for each of the 19 missions, ranging from a hostage situation in a museum to an airplane hijacking. Save humanity from the outlandish, nefarious plan in **Q4**.

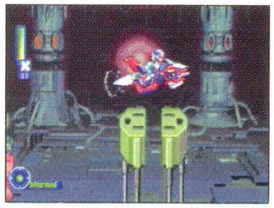


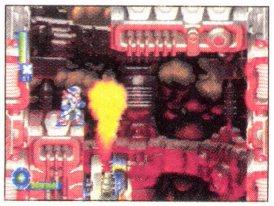


Mega Man X5

He's bad, blue and ready for more action

If there's one thing constant in the video games industry, it's the yearly dose of Mega Man action courtesy of **Capcom**. Dishing out the exact same 2D side-scrolling action indicative of the previous games, Mega Man X5 offers little in the way of innovation. But that's OK—provided you're a hardcore Mega Man fan. Because that's who this game caters to. Watch for the title in all its 2D glory this **fall**.



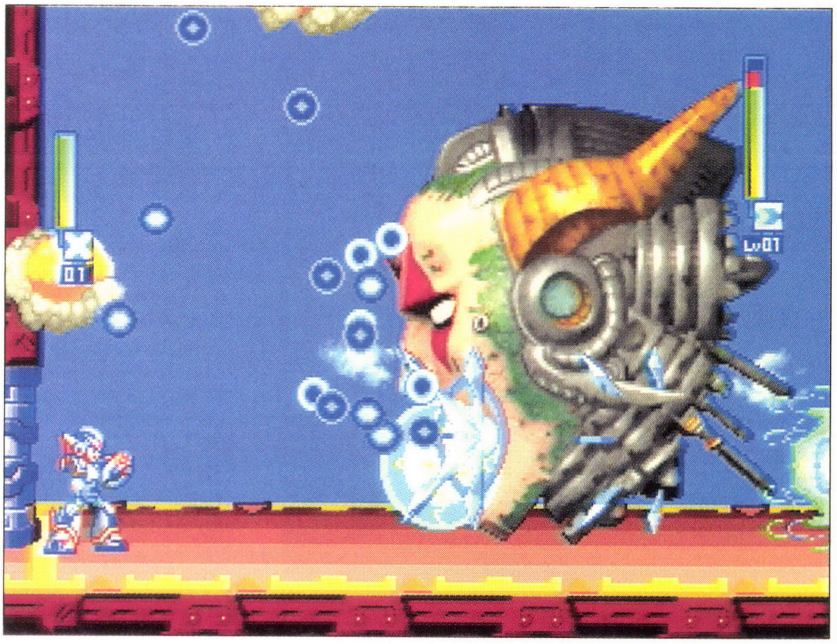






Team Players

As with Mega Man X4, X5 allows you to choose either Mega Man X or Zero to battle your way through the stages. As X, you jump and shoot using your arm cannon in typical Mega Man fashion. But as Zero, you must alter your strategies, as you come only equipped with a Z-Saber. Also, instead of gaining new weapon upgrades like X, Zero learns new fighting tactics as he defeats foes. Using Zero makes the game significantly harder, but adds diversity.



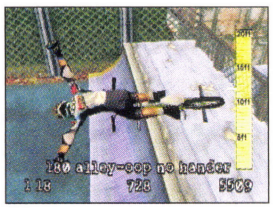


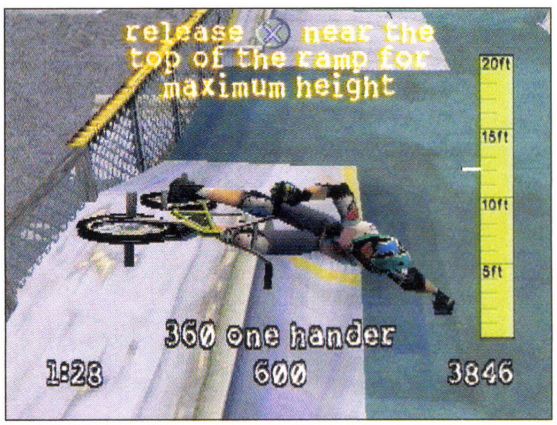
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Dave Mirra Freestyle BMX

Experimentation and dangerous creation are the keys to unlocking the gnarliest tricks in **Acclaim**'s Freestlye BMX. The more tubular the improvisation on your pedal-machine, the speedier your score climbs. Equipped with a modifier button (the latest twist to extreme sport envelope-pushing), you'll be able to go one-handed or pull a no-footer right smack dab in the middle of a full-tilt Superman or Tabletop. Combos and freestlyin' greed are king with this **September** release.

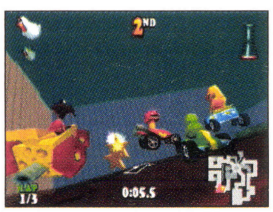


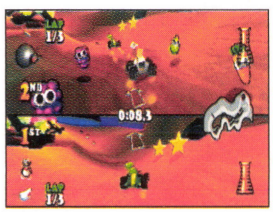




Muppet Race Mania

Continuing the current barrage of PS kart racers, **Midway**'s Muppet Race Mania stars—you guessed it—those lovable Jim Henson creations we all grew up with... Lots of them! With 25 total racers and 30 movie-based tracks (e.g., *The Muppet Movie*'s Ghost Town)—even adventure, battle and stunt modes—MRM looks to be the largest game of its genre ever. Hopefully, its loose controls can be fixed up by its **October** release date in order to compete with the CTRs of the world.





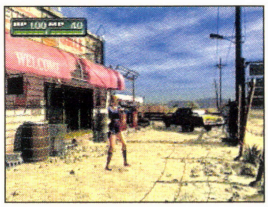


Parasite Eve II

Prepare for the next Eve-olution

Now that **Square** has released playable versions of Parasite Eve II, it's clear that some of the flaws of the first game have been addressed. Most notable is the more action-oriented battle system, which does away with the timed turns and targeting dome of the previous game in favor of more Resident Evil-style combat with the addition of a lock-on targeting system. Also new is the weapon modification system, which allows on-the-fly adjustments to both weapons and armor, doing away with the Tool requirement of the first game. Plus, not only are the game environments far more varied than in the Manhattan-exclusive PE1, they're presented in far more detail, with new graphical tricks like full-motion backgrounds and even dynamic, panning camera angles—quite a feat for a game with prerendered backgrounds. See for yourself in **September**.

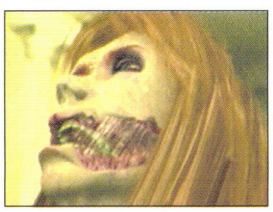




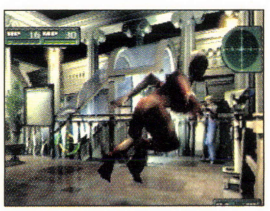


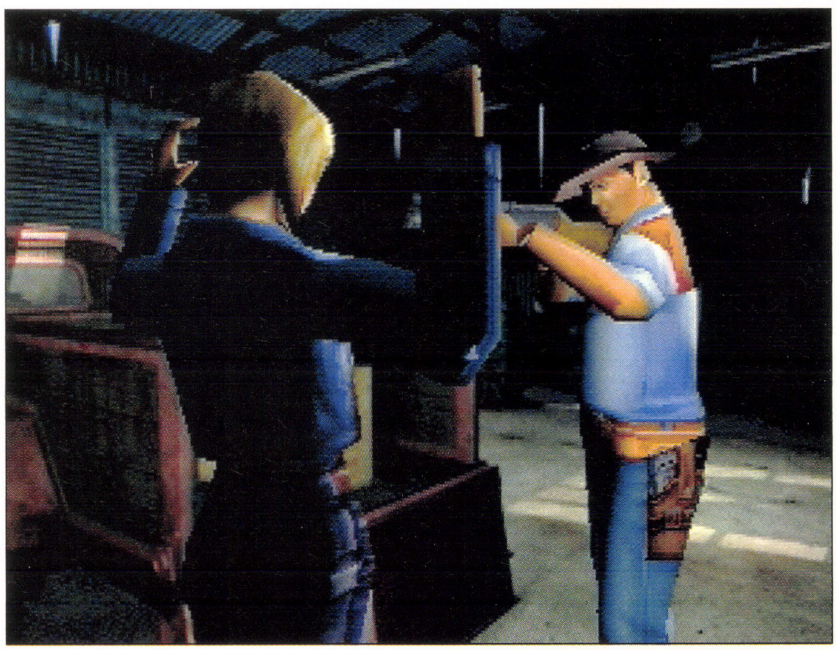
Art of War

PE2's new battle system features lock-on targeting and more freedom of movement, but those aren't the only additions. Some weapons now have alternate methods of fire, for example, allowing Aya to fire a single round or a short burst, which can be useful when aiming at inanimate objects in the background. Plus, now battles range through a series of screens rather than being confined to a single room, letting Aya get a little breathing room.









RAYCRISIS™

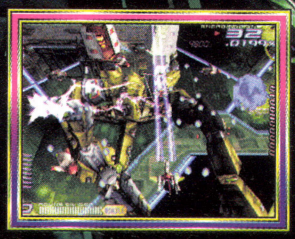
SERIES TERMINATION

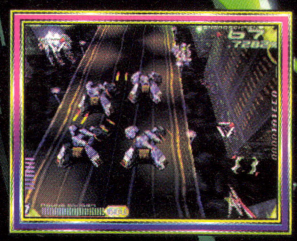
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Persona 2: Eternal Punishment

Set three years after the original, the sequel to **Atlus**' sleeper hit continues the story of a group of high school lads trying to stop the evil goings-on in Samaru City. A curse has taken over the burg that, quite innovatively, turns rumor into reality. By talking with different townspeople you can actually manipulate reality based on the different conversations you have, which equates to replayability galore. Persona 2, due in **November**, heralds the dark, wicked art of Kazuma Kaneko.





Buzz Lightyear of Star Command

Remember that cool-looking Buzz Lightyear game at the beginning of *Toy Story 2*? Well, this...isn't it. But BLoSC does feature the same basic plot—get Zurg! The space ranger's crusade against the Evil Emperor spans seven unique, multi-leveled worlds, each with a myriad of weapons and gadgets for our hero to use throughout his quest. And thanks to a new animation style called celshading, Buzz certainly has the *look* to take things to infinity and beyond.







Kamurai

Namco is currently working on this RPG, roughly translated into English as "The Coming of God." The game's story was written by Kenji Terada, known for his work on the first three Final Fantasy games, and it uses 2D sprites placed on top of 3D worlds. The basic premise involves the gods' relationship to humans: some leave the mortals alone, allowing them to live in peace...but others don't. Though no U.S. release of the game has yet been planned, Kamurai should hit Japan this **fall**.



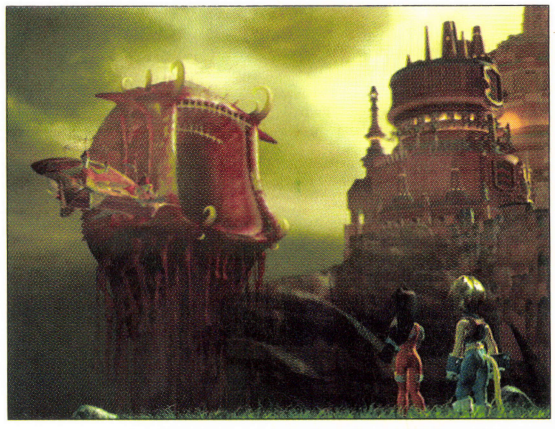


Final Fantasy IX

Only a few more months to go...

Square's latest Final Fantasy was recently released in Japan, so we've naturally dived right in. (Can you blame us for not waiting?) The game features a decidedly colorful mood and experiments with lots of humor—its plentiful slapstick represents a huge departure from the past two titles. As the story progresses, however, FF9 does get a lot darker...but we'll make you wait till **November** to find out how.

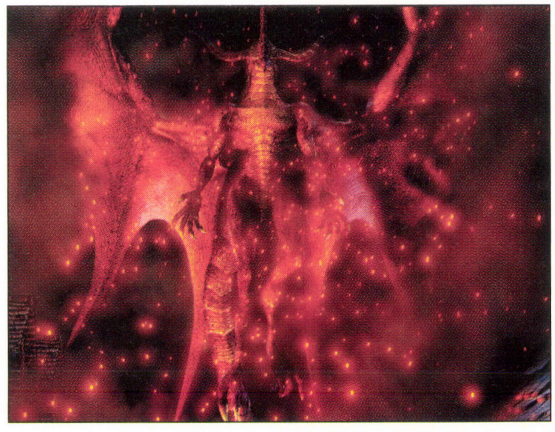














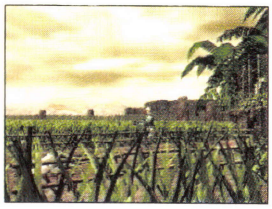
Dino Crisis 2

This time, it's shoot anything that moves

After getting our hands on a playable version of **Capcom**'s upcoming Dino Crisis 2, we were quite surprised at its departure from the original. To put it simply, this one is jam-packed with action. From what we've played so far, there are ferocious dinos waiting around every corner. You'll be walking around and the bush will begin to rustle. Next thing you know, you've got three raptors chewing on your leg. Luckily, you're fitted with a large arsenal of weaponry and ammo, so you can just keep blasting away. One thing that takes some getting used to, though, is the constant reappearance of dinos as you shift between the prerendered screens. So, unlike the first game, there is little comfort to be had in taking out all of the beasts in one area, as more are likely to replace them soon after-- you must *always* stay alert!

So far, we haven't made it out of the game's jungle areas (each just *crawling* with dinos!), but according to Capcom, massive lava flows and gigantic bugs flying overhead are featured in some areas further on. (Actually, the jungle doesn't sound so bad anymore.) Capcom is currently working overtime to get all of the planned 10 types of dinos into the game before its **October** release. Unfortunately for us, the dinos all use a new second-generation artificial intelligence system. Basically, that means...*run*!

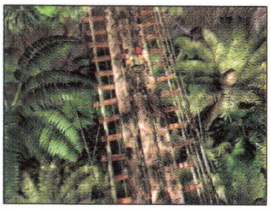












More Ammo!

In addition to dishing out a much larger supply of ammo (you can just plug away at baddies without worrying about stock), Dino Crisis 2 features a wider variety of weapons, including some nasty flamethrowers and rocket launchers. As you progress through the game, you can upgrade and purchase new equipment in order to fight the harder dinos. Also, this time around you're able to carry two guns at the same time to go all John Woo on the beasts.



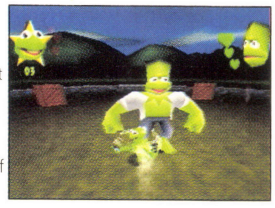
Medal of Honor Underground

From what we've played so far, this one already looks like a winner—we can't wait till **EA Games** releases it at the **end of the year**. Playing a key role in the French resistance, you'll take out the Nazis in a more subversive way than in the original game. Laying traps, infiltrating bases, commandeering vehicles and blowing stuff up have never felt so realistic. You play a girl this time (Manon, who appeared in the original), and you can also interact with vehicles...as shown below.

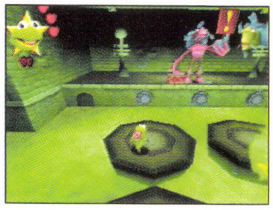


Muppet Monster Adventure

This **October**, **Midway** offers what could be the most sensational, inspirational, celebrational, Muppetational kids game of the Halloween season. Guide Kermit's nephew Robin through six large worlds of spooky Spyro-like action, as you aim to free your fellow Muppets who have been transformed into monstrous versions of themselves. But success means some transforming of your own, such as turning into a bat to fly or a werebear to climb. "[Muppet Monster Adventure] is not only the Muppets' first 3D action platform game," says **Jim Henson Interactive**'s Craig Allen, "but also the first time we've used a video game to introduce a brand new set of characters into the Muppet family... I think we're really just at the start of something, well, monstrous!"

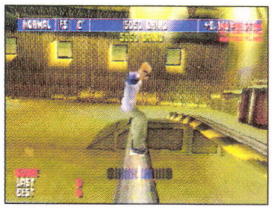


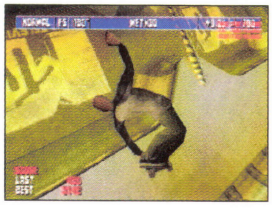




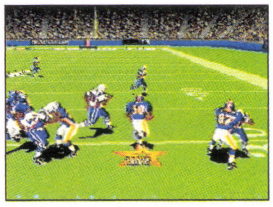
MTV Sports: Skateboarding

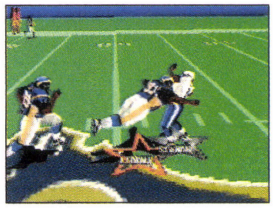
"We're trying to make something that isn't just a Tony Hawk clone," says **THQ**'s Gregory Donovan of the company's first offering to the PS skateboarding genre. In addition to over 30 courses on which to skate, the title's Stunt Mode requires you to accomplish *Mission: Impossible*-style feats, ranging from ollying a freeway to grinding a rail over a waterway. The **September** release's MTV backing equates to some rabid tunes by artists like Cypress Hill, The Deftones and Pennywise.



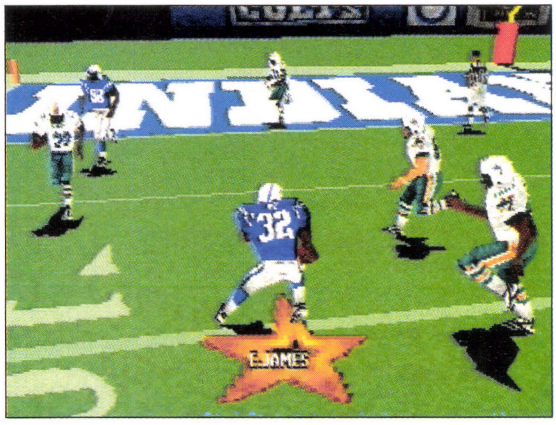


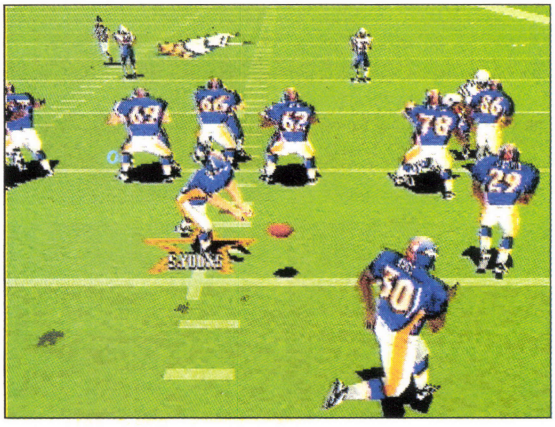
Madden NFL 2001





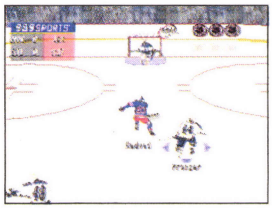
Smashmouth Madden is back with, dare we say, a vengeance. **EA Sports**' last gridiron effort was met with rave reviews, but the latest version is more than a few 50-yard strikes better. New defensive controls allow for audibling into run- or pass-oriented mindsets sans the mess of changing the play. The game pushes the PlayStation to its limit when it kicks off in **September** with sharper graphics and new tackling animations.

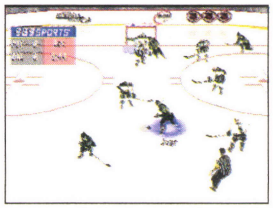




NHL FaceOff 2001

The Stanley Cup is still warm from the sweaty palms of the New Jersey Devils, but **989**'s been sharpening its skates to drop the latest polygonal puck this **September**. New additions include a long-overdue practice mode, a ShootOut mode to rehearse rare penalty shots, a full-scale NHL draft, and (finally!) individual player awards at season's end. Hockey's back in Minnesota with the inclusion of the expansion Wild, along with Columbus' new Blue Jackets.

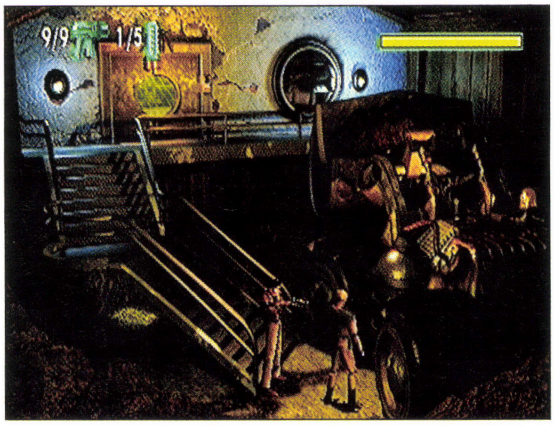




In Cold Blood

His name is Cord...John Cord

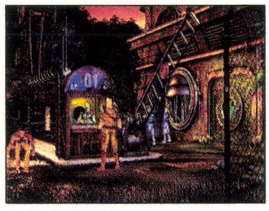
EA might hold the illustrious James Bond license, but that's not stopping **Midway** from releasing its own title starring a suave British spy—even if it *is* someone you've never heard of. In Cold Blood features Agent John Cord in a quest spanning nine missions and two discs. It all adds up to a promised 60 hours of gameplay, strongly favoring Metal Gear Solid-like stealth over straight brutality. Interestingly, the game's core action occurs during a series of flashbacks, beginning with Cord's infiltration of an enemy military base located in the fictional country of Volgia. He'll have to avoid guards and seek information from anyone who doesn't appear to pose much of a threat. And it's all done with speech—actors voice all of the game's dialogue, with no text showing up onscreen.



Though everything behind ICB's premise sounds great, the game's poor controls and subpar animation have failed to impress us so far. We hope things improve by the title's **September** release.









Tony Hawk's Pro Skater 2

All the world's a skatepark

Our jolly meter has steadily risen over **Activision**'s sequel to the greatest skating game ever, but all the previous buzz was based on expectation and the one level featured on our July demo disc. Now we've got a full-scale playable in our greasy mitts, and it has managed to cast the identical spell of the first THPS. Trying to spell S-K-A-T-E in Philly? Hunkering down for a two-minute session that turned into two hours was more the norm than the exception.

With an enhanced Career Mode, THPS2 is the king of replayability. There are 10 tasks per level, ranging from scoring a pool full of points to performing a kickflip over an only-reachable-in-a-video-game gap. Success in these tasks yields rewards of cash, not video tapes, and the dough can be spent on better boards or to build up one of 10 skills, including landing, spinning, lip balance and speed.

Want evidence to the Career Mode dynamism? In the New York level you must acquire five subway tokens spread around the dizzyingly huge area to unlock the subway escalator. Then, you can skate your way over to Brooklyn Banks via the elevated train tracks to discover an entirely different part of the Big Apple. THPS2 heelflips into stores this **September**.







Back to School

Anyone who's witnessed a skate video even in passing has likely seen spots from the THPS2 level known as "The School."

"We created levels with recognizable stuff because maybe you've seen that in real life or on a video," says THPS2 producer Scott Pease. "It really feeds the imagination of what you're doing."

"The School" is a conglomeration of popular skating spots. In this level, you'll even find the legendary "Leap of Faith."



Chicken Run

Aside from its basis on the hit claymation film starring the voice of Mel Gibson, we don't know much regarding this **Eidos** offering . But if these screenshots are any indication, it could be pretty cluckin' good.





Time Crisis: Project Titan

For this sequel to the game that introduced many of you to the Guncon, it's good to know that **Namco** hasn't followed Capcom's Resident Evil Survivor example and pulled light-gun support. Story mode involves you as Special Agent Richard Miller on a mission to free the president's daughter from the vile Sherudo Garo, who wants control of your country for himself. Or challenge yourself to finish all three stages quickly in Timed mode. You can take aim **late this year**.









NASCAR Heat

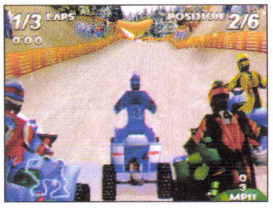
It's about time EA had some real competition in the NASCAR arena. **Hasbro**'s not taking its rivals lightly, as NASCAR Heat is quickly shaping up to be a great game. Bobby Labonte, current series points leader, is serving as the chief technical advisor on this title. Hasbro is really proud of the "Beat the Heat" mode, which allows players to relive some of the most spectacular moments in NASCAR history. The impressive PS version will hit **this holiday season**, with a PS2 incarnation to follow in 2001.





ATV: Quad Power Racers

For both of you out there who still get your kicks by driving around atop all-terrain vehicles, **Acclaim** is fixing up this racing game due out **this month**. Race on 12 tracks of varying outdoor conditions.



Tales of Eternia

Namco's RPG franchise becomes a trilogy with ToE, soon to be released in Japan. Unlike Tales of Destiny, ToE lets you control your entire party during battles and now features 3D backgrounds.

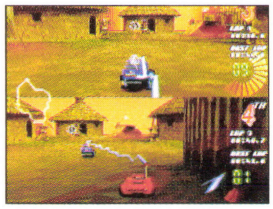




RC Revenge

This month, **Acclaim** looks to redeem last year's lackluster Re-Volt with this unofficial sequel. Remote-controlled boats join the cars of the original, all armed with weaponry and set to whisk their way around a theme park.



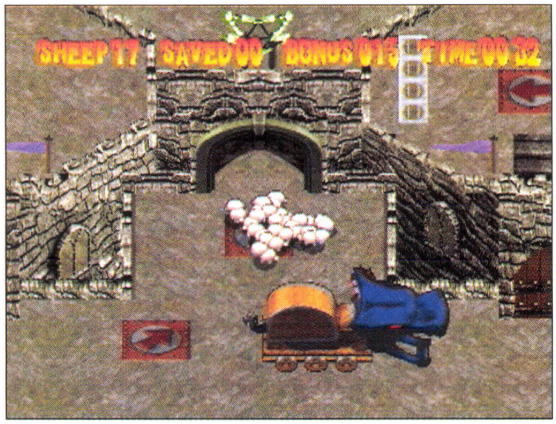


Sheep

Get the flock out of here

Right now you're probably scratching your head, wondering just what the flock the folks at **Empire Interactive** were thinking when they greenlighted this one, due out in the **fourth quarter**. Sheep promises to turn the concept of artificial intelligence on its shank, providing the first-ever title with "artificial stupidity." Judging from what we've played so far, the game delivers just that. Your job is to guide flocks of sheep through all kinds of treacherous obstacles, ranging from killer shearing machines and smashing hammers to grumpy cavemen and sharp-eyed archers. Control is deceptively simple—you basically walk at various speeds, maneuvering the flock through a varying "sphere of influence." The faster you move, the farther the sheep will run from you, but if you slow it down a bit, you can even walk amongst your herd.





Shepherds

Sheep stars four herders, each with different traits. Bopeep is the gentle gal who uses her matronly instincts to coax the sheep along—a real mother flocker. Adam Halfpint is a tough-guy conspiracy nut, a crazy flocker. Motley is a simple female canine who yearns to be a sheepdog; maybe one day she'll finally become a flocking bitch. Shep is a brilliant but bitter mercenary sheepdog who can't flock like he used to, but that won't stop him from trying.



Mat Hoffman's Pro BMX

When **Activision** pedals its first biking effort onto the half-pipe this **fall**, don't expect Tony Hawk on two wheels. True, the two do share the same engine, but there's a different psychology when you've got a pair of handlebars in front of your trickster's teeth. "When you go down on a bike, you can't kneeslide out," says BMX pro Mat Hoffman himself. "You can't get away—you just have to take it." A Career Mode and course editor round out this promising package.

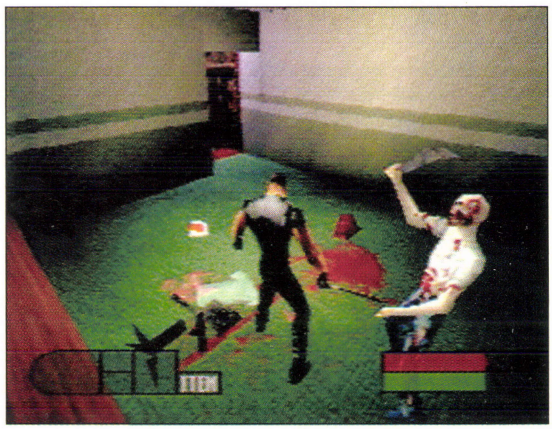




Blade

Based on the Marvel comic book series and hit 1998 movie, **Activision**'s Blade features the vampire hunter on a quest to save Whistler from the evil Vampire Overlords. Expect a full preview next month for this **fall** release.





Campbell) that the only way a hero can ever succeed is by following his own path. As long as he's following a path laid out by someone else, ultimately he's going to fail. He's not going to reach the 'grail', so to speak. That's one way I've chosen to interpret the go back in time and change history because you didn't'. That's my favorite way of looking at it. If you do go back—then you did go back. Which means that time travel is ultimately a journey of epiphanies, where the protagonist realizes the role that he

"There's villainy in Raziel, and there's heroism in Kain"

first game. Kain, because of his decisions, was doomed to failure. Even if inadvertently, he was always carrying out other people's wishes and failed to forge his own path—even when he thought he was. This raises some interesting issues—particularly the question of destiny versus free will, which was so pivotal in the first game. Is it possible to escape preordained fate? And it's interesting to layer this question into a time travel story. This is really the whole crux of the time travel concept—can you change history or not? And if so, what does it mean to change history—in terms of being responsible for the repercussions? I did some research into time travel fiction, in preparation for Soul Reaver 2. For me, the most interesting approach in time travel stories is summed up with the statement: 'you can't already played in history. Of course, Blood Omen established that history can in fact be changed—and we'll be respecting this precedent in Soul Reaver 2."

GOODIES vs. BADDIES

Leaving the mind-boggling complications of time travel behind for a moment, Amy continues to explore the relationship between Kain and Raziel and the discussion moves onto theology, the concept of good versus evil and redemption. Ahh, a much lighter load. No one could ever say that video game design isn't deep.

The original Blood Omen: Legacy of Kain cast Kain as an anti-hero, whereas Soul Reaver definitely saw him evolve into a malevolent demi-god. "My personal perception of Kain himself has actually



NOSGOTH'S EARLY HISTORY

- The human Raziel is born
- The formation of the Sarafan (a monastic order of warrior-priests, charged with the eradication of the vampires) by the Circle and the crusade to counter the "vampire menace." Raziel, Malek, Turel, Dumah, Rahab, Zephon and Melchiah command the armies.
- The Vampire Purges. Thousands of vampires killed.
- The Sarafan hunt down and destroy the vampires
- The death of Janos Audron. He is murdered, his heart torn "throbbing and bleeding" from his body.
- Vorador takes his revenge upon the Circle. He infiltrates their stronghold and murders six of the sorcerers, before humiliating the Sarafan general Malek (the Pillar of Conflict) in combat.
- The necromancer Mortanius (one of the surviving Circle members, and the Pillar of Death) punishes Malek for his failure to protect the Circle, by fusing his soul into a magical suit of armor.
- The death of the Sarafan commanders
- The Pillars cull new successors
- Vorador retreats from the world of human affairs, ensconcing himself in his remote mansion.

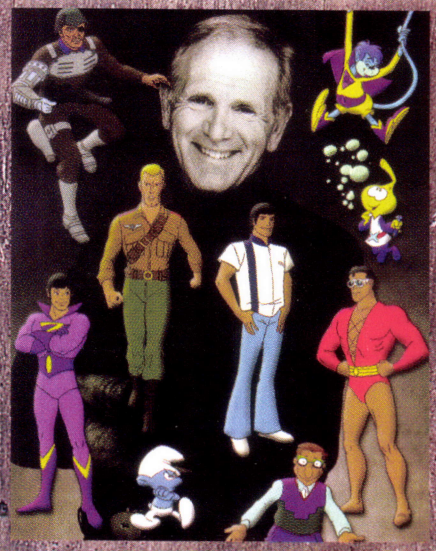
From Smurf to Vampire

Crystal Dynamics is serious about their voice work. Just check out the expansive resume of Michael Bell, the voice of Raziel: Here's a guy who's gone head to head with opponents ranging from Jean-Luc Picard (as Groppler Zorn in *ST:TNG*'s premiere episode) to the evil wizard Gargamel (as Grouchy, Lazy, and Handy Smurf in *The Smurfs*) and has had roles in everything from *The Monkees* to *G.I. Joe*.

"Soul Reaver is a class act," boasts Bell. "A professional director [Gordon Hunt, *Mad About You*] is a luxury, and the project fares better for the input."

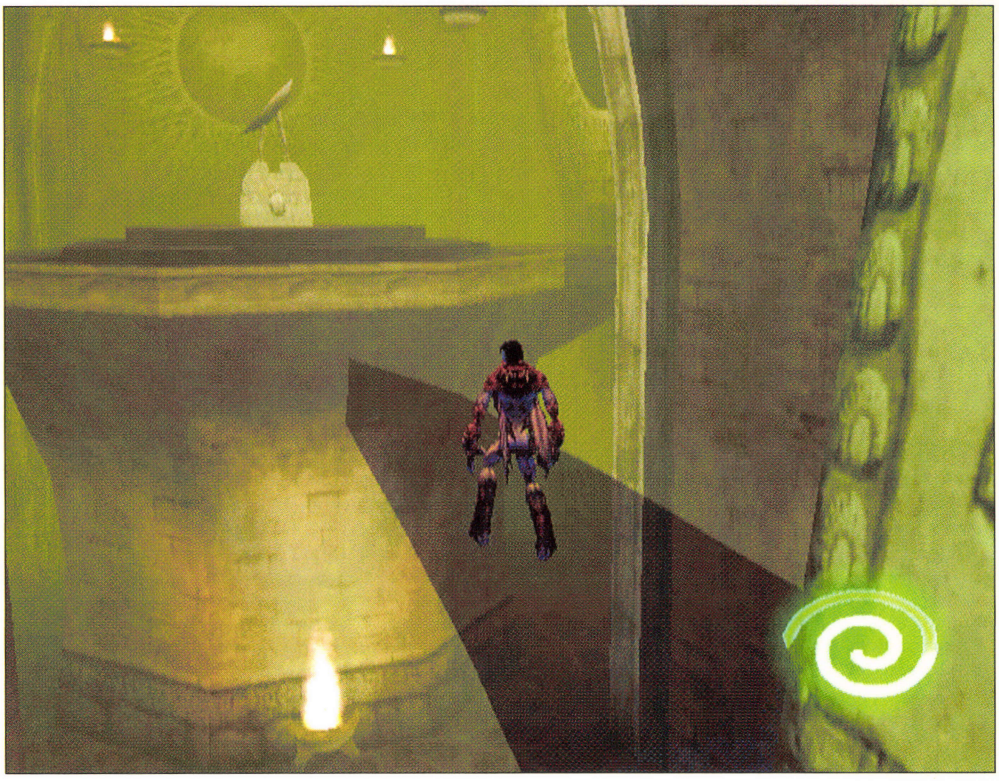
And how does it compare, we wonder, to animation work? "Acting for a video game brings with it a different set of rules. For all intents and purposes, an animated show is equivalent to performing for radio. Sometimes you work with a full cast and other times by yourself, but you always work in real time. By that I mean, you are performing as the character in a situation and at a speed not unlike that of an on-camera gig. With a video game script, you need to be clear enough that the players understand their roles in the action. You try not to go over the top. No room for the method here."

But while Crystal may be serious about Bell, Bell is far from serious himself, tossing out comments about how he "slept with everyone on Star Trek including the caterers...especially the caterers!" (We're pretty sure he's kidding.) And when we ask what he thinks of Soul Reaver, Bell's response is characteristically outlandish: "One evening, I decided to play Soul Reaver and only stopped when my wife announced that our daughter had graduated college. She was 12 when I sat down."









changed over the years," Amy ponders. "In some ways I find him an even more attractive and interesting character than Raziel because there's more complexity to him. Raziel, ironically, is more two-dimensional than Kain at this point—partly, I guess, because less of his back-story has been revealed. Raziel is flawed, too, though. He's going to make mistakes—and already has." Growing wings, pissing off his boss and being thrown into a vortex that burns all of his skin off being just a few of them. "There's villainy in Raziel, and there's heroism in Kain—and I hope that's fairly evident through the dialog in the first two games," Amy continues. "Kain is very much the focus of the series, though. If you remove the melodrama and just look at the human elements of his character, you can see that he's flawed. Depending on how you look at things you could call him a tragic hero or an anti-hero. In my opinion, characters painted as 'true villains' just aren't interesting. They're too two-dimensional; no one is ever really so uncomplicated. Everyone always has their motives for what they're doing—everybody believes they're doing the right thing within their belief system. Kain is basically screwed by his own character flaws—which is more interesting than the idealized hero figure." Kain's been a pretty nasty sonofabitch though hasn't he? "No bad guy ever thinks he's a bad guy," smiles Amy. "Basically Kain is just pissed off because he was wronged. He realizes that he was really screwed over again and again. Everything that happened to him was the result of someone else's machinations. That's why he's such a fatalist. That's why he believes there is no such thing as free will."

"No bad guy ever thinks he's a bad guy"

"I've also been reading a lot of theology," she explains, pointing to a huge pile of books that are bending the shelves on a bookcase near her door. "There's a branch of pre- and early-Christian religious thought called 'Gnosticism' which has some bearing on the philosophy behind Soul Reaver. The fundamental idea is that the physical world is inherently corrupt, a tyranny of lies ruled by a false creator god." She pulls out a book, *Gnosis: The Nature and History of Gnosticism*, by Kurt Rudolph. "Gnostics viewed the endless wheel of fate, the cycle of death and rebirth, as an inescapable prison from which the 'divine spark' in man yearns to be liberated," she explains as the book hits the desk with a thump. "The word 'gnosis' means knowledge. To live in the material world and not perceive the lie is to live in ignorance, essentially in slavery. The divine spark is man's yearning for knowledge, which brings transcendence. This theological concept is percolating under the whole game. Redemption is inextricably linked with knowledge—that's the key. Raziel's redemption is ultimately dependent on learning the truth behind everything."

"Kain comes to the story from a position of knowledge and Raziel comes from a position of ignorance," she continues. "As in any conflict-driven story, the crisis that develops is that ultimately someone is going to have to change, to reach an epiphany. So we need to look at who is the steadfast character that's going to alter the protagonist's perception of reality. When you look at it this way—when you make the 'villain' the steadfast character and the 'hero' the character who has to have the epiphany, it exposes the inadequacy of these terms. Which is why I prefer 'protagonist' and 'antagonist'. It's going to be interesting to see how players interpret 'good' and 'evil' within the context of Soul Reaver 2's story."

PlayStation2 goodness

Having walked the halls and dark corridors of Crystal Dynamics' office, peering into the action-figure crammed cubes of numerous animators, designers and designers, one thing becomes clear: Soul Reaver 2 is considerably more impressive than it's predecessor. "The new hardware gives us better opportunities to tell stories," Amy explains when we enthuse about the quality of some of the environments we've seen. "In a way the limitations of the old hardware were comforting because they imposed constraints and limited the places we could

A brief history of Nosgoth

PRE-BLOOD OMEN HISTORY

- The necromancer Mortanius is possessed by a dark entity known as Hash'ak'gik. Their two wills struggle for dominance of Mortanius' body—at times Mortanius maintains a modicum of control; at other times Hash'ak'gik manipulates him to do evil like a sinister puppeteer.
- Ariel—the Pillar of Balance—is murdered, apparently at Mortanius' hands. It is actually (surprise!) Hash'ak'gik—in the guise of Mortanius—who assassinates Ariel.
- Ariel's murder drives her beloved, Nupraptor (the Pillar of the Mind), insane with grief. In his agony, he unleashes a telepathic assault which ripples across the land of Nosgoth, infecting the other members of the Circle (who are all symbiotically connected) with his madness.
- With the infection of Nupraptor's madness, the Circle—who, as the "Protectors of Hope" are sworn to preserve the land—are now poisoning the land with their deranged sorcery.
- The human Kain is born—the son of one of Nosgoth's most noble families. He is (unknowingly to him) marked from birth as Ariel's successor; it is his destiny to take her place as the Pillar of Balance.
- The Pillars reflect their patrons' corruption, growing gray and corroded. For Nosgoth to be preserved, the infection must be completely eliminated. How to do this? The entire Circle of Nine, now wholly corrupted, must die so that the Pillars may cull new successors from the populace, and the land may be healed with their purity.
- The nobleman Kain departs from his home city of Coorhagen on a journey across Nosgoth.

go. You could hold back from pushing yourself creatively—absolving yourself of having created an inauthentic experience—and blame it on the limitations of the hardware. But as these constraints are lifted, we game developers are beginning to have complete freedom to tell the stories and provide the experiences that we envision—which means the onus of responsibility now falls on us to tell a good story."

Although still very early in development, the levels that the designers show us are breathtaking. The gothic architecture has a more solid, "real" feel to it. The environments feel larger and more substantial than those in the original and there's a much greater level of detail throughout. "Environmentally we can have four or five times the detail of Soul Reaver," Amy explains as we enthuse about a particularly impressive level filled with crumbling pillars and almost Mediterranean-looking architecture. When we see Raziel moving within the environment it's certainly pretty convincing—and there don't appear to be any problems with frame-rate or any of the graphical touches that are coming under fire from some areas of the PS2 development community. "I don't want to sound vicariously cocky, since I'm not a programmer, but we haven't had many problems with the PS2 hardware so far. Our guys are very clever."

While it doesn't sound like very much, one of the biggest changes this time is that everything is rendered in its entirety this time. Dig out your old copy of Soul Reaver and check out any area where there's a door or a window. It always looks impressive on the outside doesn't it? But you can never see inside the buildings. Check out the entrance to a cave, and the tunnel always twists to the side so you can't see inside. These are all tricks the designers use to hide the limitations of the hardware. You won't see that kind of thing in Soul Reaver 2. Smash a window and you can see into the room beyond...peer into the mouth of a cavern and you can see into the depths. Everything's in plain sight. "Because of the new technology we, as developers, are losing all of our excuses for not providing the best experience possible," Amy laughs. Fog isn't used as a way of obscuring your view either...the ugly pea-soupers that have obscured so much detail in so many PlayStation games, including Soul Reaver, are no longer necessary. "We just use fog as a way of creating an eerie atmosphere now," Amy explains. "We don't need to use it to hide inadequacies anymore. It's exciting to be able to create these environments with the level of detail that we always imagined."

REAVING

So, is Soul Reaver more of the same, only with much better graphics? Although much of the gameplay isn't yet ready to see—all of the mechanics are planned out and sitting on a huge Soul Reaver encyclopedia that resides on the



Sound Department: Kurt Harland, Greg Shaw and Jim Hedges

THE EVENTS OF BLOOD OMEN

• Mortanius orchestrates Kain's assassination – Mortanius is in control for now; not Hash'ak'gik. In the village of Ziegsturhl, Kain is ambushed by brigands, who murder him by impaling him with a sword.
• Kain's body is interred in a crypt west of Ziegsturhl.
• Kain awakens in the underworld, where Mortanius offers to revive him, so that Kain may take revenge upon his assassins. Kain, heedless of the cost, accepts the necromancer's offer. The catch: in order to rejoin the world of the living, Kain is reborn as a vampire.
• Kain awakens, and begins his "unlife" as a vampire.
• Kain finds his assassins and kills them, getting his revenge—but Mortanius drives him on to the Pillars, saying that the brigands were only the instruments of his murder, not the cause.
• Kain visits the decaying Pillars for the first time, meets the spectre Ariel, and learns the nature of his quest. The Circle—the sorcerers poisoning Nosgoth – must be destroyed for the land to be healed and the Pillars righted. Ariel promises him release (and peace) when the Balance is restored.
•Following Ariel's direction, Kain hunts down and kills

cont'd...

Finding The Perfect Noise





Crystal Dynamics' experienced sound department isn't content to rely on prefabricated sound effects to convey the proper atmosphere of this moody game. So one sunny afternoon in Menlo Park, the whole Soul Reaver team gathered on the back patio of the Crystal offices to smash watermelons, pound on raw meat, break paving tiles and crush soda cans amidst a ring of microphones—all in an attempt to make a perfect noise.

"This may not sound like much," says sound designer and composer Kurt Harland (pictured above; you may recognize him from the new wave band Information Society) as he plays a recording of a crunching Coke can, "but if we drop it a few octaves we get *this*." The unmistakable sound of a sliding stone block fills the studio. "It's a long, tedious process," says Harland, "but it's worth it."





Crystal Dynamics Intranet.

Much of the player's motivation throughout the first game was to help Raziel develop his abilities in order to performs certain tasks. Kicking ass inevitably helped Raziel's cause. This time though, the blue boy is pretty bad-ass right from the start. So, dah-ling...what's my motivation? "Rather than modifying Raziel's 'physical' abilities this time, we're building a lot of the mechanics around the Reaver itself," Amy explains. "The elemental Reaver enhancements are central to this game. There are seven elemental forges hidden throughout Nosgoth [dark, spirit, light, fire, earth, air and water], which provide a secondary, parallel quest. The story occupies Raziel's primary quest, but to progress you'll have to find all of the elemental forges," she enthuses. "Fictionally, the forges were purpose-built to test the bearer of the Reaver. You must discover the location of the forge and solve the central puzzle which activates it—once this is accomplished, you can 'baptize' the Reaver in the forge. The elementally enhanced Reaver provides new abilities which enable the player to access new areas of the game, and interact with the environment in new ways." So how does this work? "Say you forge the Reaver in the Light Forge—it will remain imbued with light, as long as Raziel stays in material and the Reaver remains active. Every time the Reaver is deactivated, it returns to its basic form—but once forged, the elemental potential of the Reaver remains. At the moment of forging, 'satellite' elemental fonts throughout the game are simultaneously activated. These fonts allow the player to re-imbue the Reaver with the associated element. This is hard to explain—the best analogy is in Mario 64, where you see all the inactive 'cap blocks' and you know you'll be able to return to that location later, with a new ability. These are like the inactive elemental fonts in





Soul Reaver 2. Just as hitting the large 'cap switches' in Mario activates all the cap blocks of the same color, activating an elemental forge turns on all the related elemental fonts throughout the world. This replaces the whole glyph spell system from SR1. We've decided to eliminate the glyph spells this time, as they didn't really work the way we wanted them to in the last game. Because the glyphs only had offensive purpose, you didn't actually need them to get through the game, which was unfortunate. All the acquired mechanics in Soul Reaver 2 will be necessary to complete the game."

In terms of gameplay mechanics, if there was one thing that the original pushed a little far it was the whole block-moving thing. Are the puzzles still going to be worked this way? "Blocks were our fall-back puzzle element and we ended up overusing them somewhat. For Soul Reaver 2 we've generalized the object-interaction system so that Raziel can contextually manipulate just about any object in the world--including being able to carry and place puzzle objects. The designers and animators can autonomously create any object-interaction scenario they can dream up. Which means that we're only limited now by our creativity and our schedule, because Raziel can interact with the environment in a basically infinite variety of ways. It's much more of a graphic adventure in that respect now."

"THE GAME WILL HAVE A PROPER ENDING THIS TIME"

A BRIEF HISTORY OF NOSGOTH

THE EVENTS OF BLOOD OMEN (cont.)

the Circle members one by one, returning the "tokens" of their service in order to heal each Pillar in turn. The mentalist Nupraptor is Kain's first victim.

- Kain confronts the immortal warrior Malek in his frozen, bleak stronghold, but Malek eludes him.
- Kain meets the Oracle of Nosgoth, a reclusive soothsayer who holds court in the arctic caves.
- The Oracle warns Kain of the legions of the Nemesis attacking from the north, of the bereaved King Ottmar of Willendorf, helpless to withstand their attack. He gives Kain some of Malek's history, including his defeat centuries ago at the hands of the vampire Vorador. Kain, intrigued, asks for more information about Vorador—the Oracle directs him to Vorador's mansion. The Oracle is in fact Moebius the Time Streamer, member of the Circle of Nine (representing the Pillar of Time). He uses the guise of the Oracle to influence pilgrims and orchestrate events.
- Kain meets Vorador, Nosgoth's oldest vampire.
- Vorador recounts the stories of the Sarafan purges, and his revenge upon the Circle and Malek.
- Kain discovers a mysterious Time Streaming Device, planted by Moebius (the Pillar of Time).
- Kain cleanses each of the pillars, leaving only Balance at the end.
- Ariel appears and reveals to Kain that he is the Pillar of Balance, and that the only way the Pillars can be healed is for him to sacrifice himself to the Pillar. She presents him with the final, climactic decision—sacrifice himself to heal the world, or refuse the sacrifice and ensure the world's corruption. Kain chooses the latter path, deciding to rule the world in its damnation rather than commit himself to oblivion.



SOUL REAVER 3?

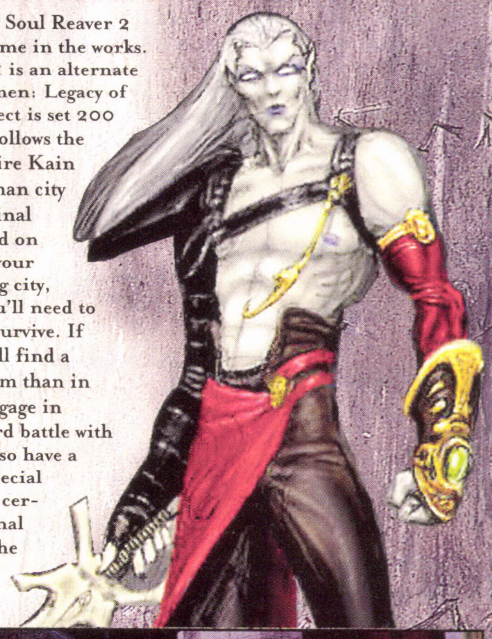
Although Soul Reaver 2 is still a way off from completion, we have to discuss the possibilities of further games. With such a rich backdrop established now, it would be such a shame to leave everything behind after this game. "The game will have a proper ending this time," Amy says with a smile. "It has a conclusion. It's the end of a chapter. There won't be a cliffhanger. Since this is an ongoing franchise, we have to be careful about how much closure we actually provide. The idea is to bring the story full-circle, but it won't be like some tragic play where everyone drops dead by the end and that's that." Obviously there's the new Blood Omen game in the works (see sidebar), but are there other story opportunities? "The plan is that in the future we can continue to explore different aspects of Nosgoth's history, with different characters. This is such a rich universe with so much mythology and backstory, and so many interesting players. The analogy we use internally is that we want to establish something like they did with Star Trek or Star Wars—where you have a consistent universe and 'mythology' which can be explored from many different perspectives."



The Soul Reaver 2 Team

"Vae Victis!"

It may surprise you to hear that Soul Reaver 2 isn't the only Legacy of Kain game in the works. Due around Christmas of 2001 is an alternate sequel to the original Blood Omen: Legacy of Kain. This as-yet untitled project is set 200 years after the first game, and follows the further adventures of the vampire Kain as he prowls the streets of a human city called Meridian. As in the original Blood Omen, you'll need to feed on human blood in order to keep your strength up—but in this bustling city, you're well outnumbered, so you'll need to rely on stealth and cunning to survive. If it comes to outright battle, you'll find a much more varied combat system than in the original game. Kain will engage in proper guard-parry-thrust sword battle with his human enemies, and will also have a number of spectacularly gory special moves at his disposal—as well as certain magic learned in the original game. Even at this early stage, the game looks phenomenal; we can't wait to see more.





AFTER BLOOD OMEN

• Kain, appreciating the irony of his decision, sets the ruined Pillars as the seat of his fledgling empire, with the unrestored Balance Pillar as the base of his throne. Kain establishes his empire by recruiting six lieutenants. Kain, raised by necromancy, cannot "turn" a vampire via the traditional blood gift. By breathing a small portion of his vampire soul into a corpse, he draws the corpse's soul back into the body – the corpse is then revived as a fledgling vampire. In an act of calculated blasphemy, Kain raids the tomb of the six martyred Sarafan commanders. Their well-entombed corpses—though long dead—have been spared the corruption of the grave. Going from crypt to crypt, he breathes his reviving gift into each of the Sarafan corpses in turn. Thus he raises his six first-born "sons" as the lieutenants of his fledgling empire.

• Raziel is raised first, and thus receives the greatest portion of Kain's gift. The six lieutenants have been too long dead to remember much of their human lives; they are ignorant of their Sarafan roots, or of Kain's blasphemous private joke.

• Kain's empire grows.The six lieutenants recruit clans of their own, "turning" the corpses of their human victims to do their bidding.

• Over the centuries, each of the vampires undergoes a series of evolutionary adaptations. These evolutionary "growth spurts" are preceded by a near-hibernatory period of retreat, from which the vampire emerges transformed.

• Raziel emerges from one of these evolutionary hibernations having grown wings. He returns to the Sanctuary of the Clans to present himself to Kain, and reveal his latest gift...

Collect Them All

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Tomb Raider III, Crash Bandicoot: WARPED, Bomberman World, A Bug's Life, Running Wild, Invasion From Beyond, Kagero: Deception II, Metal Gear Solid, Gran Turismo

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playables: MediEvil, WarGames Defcon 1, Dragon Seeds, G-Darius, Future Cop L.A.P.D., Colony Wars Vengeance non-playables: Crash Bandicoot: WARPED, Tenchu, Tai-Fu, Rugrats, Abe's Exoddus, Brave Fencer Musashi, You Don't Know Jack

☐ Issue 16-$10
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Gex Deep Cover Gecko
Tomb Raider III Strategy

Demo Disc includes: playables:
Silent Hill, Moto Racer 2, Brave Fencer Musashi, Apocalypse, T'ai Fu



☐ Issue 18-$10
March 1999
PlayStation Dictionary
Syphon Filter Strategy

Demo Disc includes: playables:
Syphon Filter, Bust A Groove, Shadow Madness, Fisherman's Bait, Akuji the Heartless, No One Can Stop Mr. Domino, Street Sk8er



☐ Issue 19-$10
April 1999
The Year of the RPG
Silent Hill Strategy

Demo Disc includes: playables: R4: Ridge Racer Type 4, WCW/nWo Thunder, Rollcage, Warzone 2100, Rugrats: Search for Reptar



☐ Issue 20-$10
May 1999
Star Wars: Episode I–The Phantom Menace Feature
Legend of Legaia Strategy

Demo Disc includes: playables:
Ehrgeiz, Gex 3: Deep Cover Gecko, Legend of Legaia, Contender



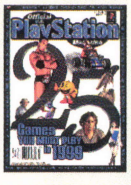
☐ Issue 21-$10
June 1999
Resident Evil 3 Nemesis
Gex 3: Deep Cover Gecko Strategy

Demo Disc includes: playables:
Oddworld: Abe's Exoddus, NFL Blitz, Bust-a-Move 4, R4: Ridge Racer Type 4, Elmo's Letter Adventure



☐ Issue 22-$10
July 1999
25 Games You Must Play
Street Fighter Alpha 3 Strategy

Demo Disc includes: playables: Ape Escape, MLB 2000, The Next Tetris, Tony Hawk's Pro Skater, Interplay Sports Baseball 2000, Croc 2, Soul of the Samurai, Bloody Roar 2



☐ Issue 23-$10
August 1999
Tarzan Lord of the Console
Ape Escape Strategy

Demo Disc includes: playables: Final Fantasy VIII, 3 Xtreme, Tiny Tank, Jade Cocoon, Macross VF-X 2, You Don't Know Jack, Centipede, Ultimate 8-Ball



☐ Issue 24-$10
September 1999
EA sports vs. 989 studios
Jade Cocoon Strategy

Demo Disc includes: playables:
UmJammer Lammy, Sled Storm, Chocobo Racing, Pong, Monaco Gran Prix Racing



☐ Issue 25-$10
October 1999
Final Fantasy VIII Strategy
Demo Disc includes: playables: Metal Gear Solid: VR Missions, WipeOut 3, Omega Boost, NFL Xtreme 2, Jet Moto 3, Championship Motocross, Toy Story 2, Bugs Bunny, Pac-Man World



☐ Issue 26-$10
November 1999
Tomb Raider 4
Crash Team Racing Strategy

Demo Disc includes: playables:
Grandia, Legacy of Kain: Soul Reaver, Killer Loop, 40 Winks, NFL Blitz, Crash Bandicoot: WARPED, Cool Boarders 3



☐ Issue 27-$10
December 1999
PlayStation 2, Dino Crisis Strategy

Demo Disc includes: playables: Gran Turismo 2, Thrasher: Skate and Destroy, Test Drive Off-Road 3, Madden NFL 2000, NFL GameDay 2000, NCAA Game Breaker 2000, Cool Boarders 4, Demolition Racer



☐ Issue 28-$10
January 2000
End of the World Buyers Guide
Resident Evil 3 Strategy

Demo Disc includes: playables:
Dino Crisis, NHL FaceOff 2000, NBA Basketball 2000, Tarzan, Army Men: Air Attack, WCW Mayhem



☐ Issue 29-$10
February 2000
Wrestling Roundup
Medal of Honor Strategy

Demo Disc includes: playables: Tomba! 2: The Evil Swine Return, Tomb Raider The Last Revelation, SuperCross Circuit, MTV Sports Snowboarding, Ballistic, International Track & Field 2000



☐ Issue 30-$10
March 2000
Wrestling Roundup
Medal of Honor Strategy

Demo Disc includes: playables: Syphon Filter 2, Crash Team Racing, NCAA Final Four 2000, Spyro 2, Silent Bomber, Twisted Metal 4, MTV Music Generator, Ace Combat 3: Electrosphere



☐ Issue 31-$10
April 2000
Star Trek Invasion
Saga Frontier 2 Strategy

Demo Disc includes: playables: Colony Wars: Red Sun, Spider-Man, Eagle One: Harrier Attack, Hot Shots Golf 2, Rollcage Stage II, Gekido



☐ Issue 32-$10
May 2000
PS2 Japanese Launch
Syphon Filter 2 Strategy

Demo Disc includes: playables: MediEvil II, NCAA March Madness 2000, NASCAR Rumble, Speed Punks, Rugrats Studio Tour



☐ Issue 33-$10
June 2000
X-Men
Fear Effect Strategy

Demo Disc includes: playables: X-Men Mutant Academy, Threads of Fate, WWF SmackDown!, Gauntlet Legends, Grind Session, Deception III: Dark Delusion



☐ Issue 34-$10
July 2000
Tony Hawk's Pro Skater

Demo Disc includes: playables:
Tony Hawk's Pro Skater 2, Legend of Dragoon, MLB 2001, Mr. Driller, Star Trek Invasion



☐ Issue 35-$10
August 2000
Who Wants to Be A Millionaire

Demo Disc includes: playables:
Star Wars Episode 1: Jedi Power Battles, Tenchu 2, WDW: Magical Racing Tour, Destruction Derby Raw, Play with the Teletubbies



GAMES REVIEWED

Ball Breakers	100
Bust A Groove 2	100
Chrono Cross	100
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THE FINAL SCORE

We rate games on a five-point scale. So, .5 is terrible, 2.5 is average and 5 is superb. Get it?

I Am Not Hardcore

I play video games for a living.

Actually, that's a half-truth. What I really do is spend a large portion of every deadline cycle grumping around the office trying to make sure things get done. And then there are all those hours on the phone (with gaming companies, printers and production staff) and in dreary, endless meetings.

But essentially, I play games for a living. And I love it. It's my dream job, what I've aspired to do during all those tough years toiling away as a business journalist (in my past life, before I arrived here).

I also live to play games. I can come off a tough deadline—one during which I've had to spend entire nights in the office writing, editing and gaming—and the thing I most look forward to during my post-deadline days off is diving into yet another juicy RPG.

Heck, I even took my Game Boy with me on my honeymoon, much to my lovely wife's chagrin.



So why am I claiming that I'm not "hardcore"? Because recently, after spending too much time thinking about this relatively meaningless issue, I found that I don't follow many of the practices of the so-called hardcore gamer. To wit:

I read game manuals. Not because I have to, but because I want to. I want to know what I'm supposed to know about a game before I start playing it. Sounds fair enough, right? Nope, not if you're hardcore. See, a "real" gamer doesn't have any need for manuals, as I learned recently in a gaming chat room. "Real" gamers are so hardcore that they already know everything about a game before it comes out, including the control scheme, special moves, hidden details and more. I've even been mocked by "real" gamers for mentioning something I read in a manual. The irony here is, I was answering this person's question about some detail of an RPG that was specifically outlined in the manual.

I don't buy import games. The key word here is *buy*. Like any gamer, I'm fascinated by all those wacky Japanese games that never make it to our shores. And since I do this for a living, I even get to play a lot of them. But I don't feel this overwhelming need to import, say, Final Fantasy IX just so I can brag that I played it before anyone else in the U.S. I'd rather wait until it's properly localized, and then enjoy the experience to the fullest. However, that bumps me way down in the esteem of many hardcore gamers. Whatever.

I actually like Spyro the Dragon. Now, don't get me wrong here. Many hardcore gamers will concede that the Spyro games are superb examples of a 3D platformer. But many of these same folk will decry the fact that Spyro is a "corporate creation," "so cute that he makes me wanna puke," blah blah blah. You know what, though? I don't care. I think Spyro's cute, I realize he was cooked up in a Sony lab in order to sell games—and I *still* like him.

I hate anime. Maybe it's misplaced affection for all things Japanese. Or maybe it's because lots of Japanese games are influenced by anime (and vice versa). Either way, anime and video gaming have become inexplicably intertwined in the psyches of hardcore gamers. This love for anime is also blind, encompassing even some of the worst of the genre. Let me be absolutely clear on how I feel about this: Most anime sucks. Period.

I don't believe in absurd challenges. I realize that back in the early days of gaming, extreme difficulty was a virtue. After all, it was just about the only variable you could program into those ancient machines that would lengthen the game time. But I'd like to think video game technology has evolved enough so that it's no longer necessary to die a zillion and one times in order to get past that obnoxious mech wizard wyvern thingie. Yet according to my hardcore peers, it's precisely those kinds of challenges that make gaming worthwhile. Sounds more like masochism to me.

So despite the fact that I live and breathe video games, I'm just not hardcore—at least according to "real" gamers. But I'm not ashamed. Let the "real" gamers muddle through their Japanese RPGs without knowing what's really going on. Let them download poorly written translation FAQs for their import titles. Let their thumbs bleed from struggling through unbeatable levels.

Meanwhile, I get to enjoy games for what they really are: good, clean fun.

Gary Steinman
Managing Editor

MEET THE CRITICS



JOHN DAVISON

Jetsetting Johnny England freaked us all out by turning up one day with his head completely shaved. So now we have two baldies in the office. Will he keep it, though? Find out next month.

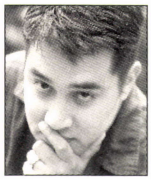
FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: Soul Reaver 2, Parasite Eve II
CAN'T WAIT FOR: Metal Gear Solid 2, Star Wars: Starfighter



JOE RYBICKI

Joe was Johnny Fliesalot this month, jetting from Chicago to LA, San Fran, Cleveland and London, England. He's been doing so much travelling, he's actually starting to like airplane food.

FAVORITE GENRES: Racing, Action, Adventure
CURRENT FAVORITES: Parasite Eve II, Spyro: Year of the Dragon
CAN'T WAIT FOR: MGS2, The Getaway, Timesplitters



GARY STEINMAN

It's been a jewel of a month for the Grumpy One. As if it weren't bad enough that his car broke down twice, Gary also lost the right to review Chrono Cross to Sam in a heated leg wrestling match.

FAVORITE GENRES: RPG, Adventure, Action
CURRENT FAVORITES: Chrono Cross, Valkyrie Profile, Sheep
CAN'T WAIT FOR: Final Fantasy IX, MGS2, Orphen, Spyro: YotD



CHRIS BAKER

When collectibleconcepts.com sent Chris this snazzy Cyclops visor, he immediately put it to good use, systematically destroying each and every one of this month's crappy games with powerful optic blasts.

FAVORITE GENRES: Action, RPG, Adventure, Sports
CURRENT FAVORITES: NCAA Football 2001, Gradius III and IV
CAN'T WAIT FOR: Spider-Man, Dynasty Warriors 2, Dino Crisis 2



TODD ZUNIGA

After a visit to Paris, Todd finished off his "dream-come-true" month by attending baseball's All-Star game. The staff Francophile now uses 15% French and 15% baseball clichés in all his sentences.

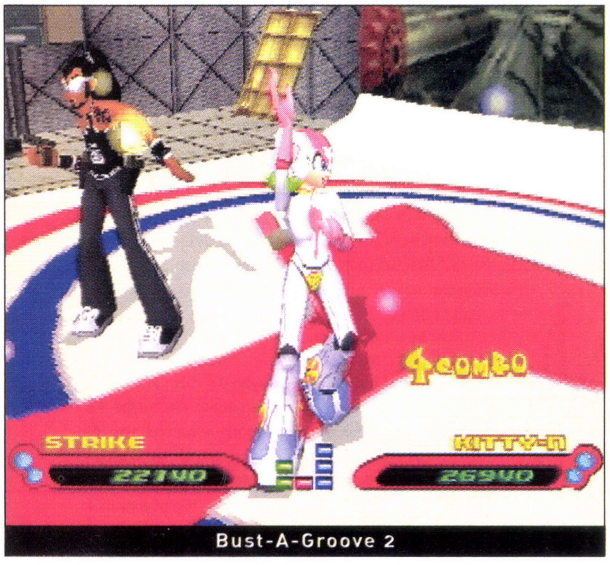
FAVORITE GENRE: Sports, Xtreme Sports, Adventure
CURRENT FAVORITES: Madden 2001, THPS2, Euro 2000, Paris
CAN'T WAIT FOR: FaceOff 2001, ASB 2002, Silent Scope



SAM KENNEDY

Sam just got a PS one from Japan and now everyone in the office wants one! Other than that, he's been having way too much fun playing Chrono Cross—and telling Gary how great it is.

FAVORITE GENRES: Action, Adventure, RPG
CURRENT FAVORITES: Final Fantasy IX, Castlevania: SOTN
CAN'T WAIT FOR: MGS2, DOA 2: Hardcore, Silent Scope



Bust-A-Groove 2

Ball Breakers

Publisher Take 2
Developer Lost Toys
Web Site www.take2games.com

This next addition to Take 2's line of $9.99 titles is the first to really show the promise of this budget line. Ball Breakers, with its spherically mobilized combatants, feels like **some odd descendant of Marble Madness**.

The game's most impressive feature is its variety. Each environment includes a number of different challenges, from simple races to more interesting setups like King of the Hill. And while Ball Breakers is a bit lacking in balance and polish, the sharp graphics—not to mention the price—makes this a forgivable flaw.

Final Score ●●◖

Joe Rybicki

EVERYONE E ESRB
Players: 1-2
Memory Card: 1 block


Ball Breakers


Ball Breakers

Bust-A-Groove 2

Publisher Enix
Developer Enix
Web Site www.enix.com

Fans of the original dance 'em-up will no doubt be curious about the sequel. It's been quite a while coming, but is it an improvement? Um... Well, there are 12 new songs that span a variety of genres from hip-hop to jungle and there are 11 venues in which to strut your funky stuff. But **the gameplay itself is virtually identical to the original**: Tap the buttons on the beat and earn points for being groovy. Enix boasts that there's an "all-new scoring system," but I have absolutely no clue what this means.

There are 18 characters to choose from (once you've opened everything up) and these range from the cooler of the originals (Hiro's back, among others) to some utterly ridiculous looking idiots that I can't understand. Why, for instance, would you want to dance as a crappy-looking wooden doll? It's not cool, it's not cute, and it dances like it's falling over. As before, the dance moves are all motion-captured and very convincing-looking—but who has time to watch the moves when you're concentrating on tapping the buttons in time? You end up zoning out completely, much like you do when playing PaRappa, and if your concentration wavers for a second you forget which way is up on the joypad, and which button is which. Ultimately though, it isn't really anything more than the original. **I'm not sure why they bothered**.

Final Score ●●●

John Davison

TEEN T ESRB
Players: 1-2
Memory Card: 1 block



Chrono Cross

It's more than about time for Chrono Trigger's sequel

Publisher Square EA
Developer Squaresoft
Web Site www.squaresoft.com

You thrust your blade into the flesh of a young, innocent looking girl. And it gives you great pleasure. But you awaken—it was just a dream. So begins your day.

Hours later, you stand on a beach. Strange voices and lights surround you. A giant wave swells out of the ocean, strange visions appear, and everything goes blank.

You wake again and return home. Except it isn't your home, it's someone else's. No one recognizes you. You then find out why: you're dead. You've been dead for more than 10 years. But what of all your years of memories? Has your life just been one long dream? Moreover, how are you present if you died many years ago?

This is the beginning of Chrono Cross' deeply engrossing and extremely thought-provoking story. As you delve into it further you'll discover the existence of parallel dimensions. In one you are alive, and in one you are dead. And it's your intention to find out why.

For those unaware, Chrono Cross is the sequel to the Super NES game Chrono Trigger, my personal favorite RPG of all time. So I naturally had nothing but the highest expectations for this game. Amazingly enough, they were more than surpassed. **Chrono Cross is pure magic—any Chrono Trigger fan's dream come true**. While the game doesn't continue the characters or story of the original, it perfectly weaves in familiar elements as you progress.

MAGIC & ELEMENTS



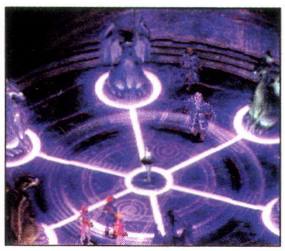


Chrono Cross' intricate magic system is based on elements. There are six different element colors: white, black, blue, red, green and yellow, and each character has an affinity toward certain ones. You're given a grid that will allow you to place elements that you find or purchase on it, and position on this grid will alter effectiveness. As in the original Chrono Trigger, eventually you'll be able to perform combination element attacks. A color graph in the corner of the screen keeps track of element color usage. This graph plays an important role for statistical boosts during battles.









SERIES RECAP



Released in 1995, Chrono Trigger for the Super Nintendo is widely regarded as one of Square's greatest games of all time. Featuring the talents of Hironobu Sakaguchi (Final Fantasy), Yuji Hori (Dragon Quest) and Akira Toriyama (Dragon Ball Z), Chrono Trigger required you to travel through time in order to alter events in the past and future.

A pseudo-sequel soon followed in Japan called Radical Dreamers. Few gamers ever got to try it, though, as the title was only available through Nintendo's Satellite service in Japan. Much of Chrono Cross is based on that game.

While the story immediately had me interested, it was the innovative battles in Chrono Cross that really got me hooked. **Never before have I seen such ease and depth involved in a game's battle system**. First of all, as in the first Chrono Trigger, all battle encounters are visible on-screen, so they can be avoided. Additionally, you're allowed to run away from a battle at any time—even with bosses. Inside the battles, Chrono Cross gives each character seven stamina points. And while the fights are carried out in the standard turn-based fashion, you can select to use any character as long as he or she has stamina remaining. Players can then choose to unleash a weak, medium, or strong attack based on the amount of stamina available. And the ability to switch to other party members in the middle of an attack adds lots of strategy. Once a battle is over, you're given the option to automatically heal your party—the game will search through your available inventory to replenish your team's strength. This is one of the greatest additions to the RPG genre.

Graphically, Chrono Cross is incredible. **It may not have the glossy look of the Final Fantasy games, but in my opinion, this is better**. And aurally, CC is a masterpiece. The soundtrack, once again scored by Yasunori Mitsuda, is one of the finest video game compositions ever. A few of the original game's songs have been masterfully redone, but most of the music is new. However, even these new pieces often reference older Chrono Trigger melodies—sometimes with just a four-note phrase—that only devotees would recognize. They sent chills down my spine.

Chrono Cross will surprise people with the amount of acquirable party members: over 40. This may sound like an excess, but every single one is a worthy addition to your party. And having all these characters does wonders for the game's replayability—you'll need to go through more than once to obtain them all. Also, each will offer unique opinions as the game unfolds, which makes it worthwhile to go back and acquire them all.

While Chrono Cross certainly does not have the hype of Final Fantasy games, it has a special magic that can't be denied. Not only does it offer much innovation for the RPG genre, Chrono comes with a polish rarely seen in games today. **In fact, Chrono Cross has become my favorite RPG for the PlayStation.** And I can't think of much better praise than that.

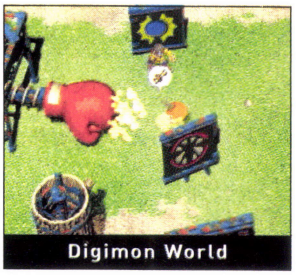
Final Score ●●●●●

Sam Kennedy

Players: 1
Memory Card: 1 block

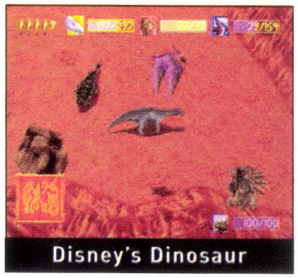


One part of Chrono Cross takes place in a world that looks like a painting.









Digimon World

Publisher Bandai
Developer Bandai
Web Site www.bandai.com

If you've been looking forward to Digimon World as the PlayStation's answer to Pokémon, prepare for some serious disappointment.

Aside from the ridiculous-looking rendered cinemas, the game looks at least somewhat promising upon first glance. The graphics are sharp, with crisply rendered environments that alternate between day, twilight, night and early morning; and the Digimon appear varied and full of personality.

It doesn't take long, however, before the old saw about judging a book by its cover proves true once again. Check out the battles, for example: They're **ridiculously, offensively simplistic**, with the majority of time spent WAITING for one of the parties to get in the mood to attack the other. Your control over the battle at the start of the game consists solely of "Run" and "Your Call," which is basically the equivalent of standing on the sideline and yelling "Hey, keep doing whatever you feel like doing! Don't mind me!" But once you gain the "Attack" command, things don't really change. The little buggers pretty much ignore you unless you tell 'em to run. Whee.

Other problems include frequent, annoying loading between the tiny areas, and the fact that the game has really **no story to speak of**.

If you're desperate for a Pokémon-style game on the PS, check out Monster Rancher. This one is for hardcore Digimon fans only...if that.

Final Score ●◖

Joe Rybicki

Players: 1-2
Memory Card: 1 block

Disney's Dinosaur

Publisher Ubi Soft
Developer Sandbox Studios
Web Site www.ubisoft.com

"Holy crap—that's a huge lemur!"

That statement, from an astute coworker who happened by my cubicle, roused me from a mind-numbing session playing this atrocity (and I'm using the term *playing* loosely here). See, in "real life" a lemur isn't a third the size of an iguanadon (as it's rendered in this game); rather, it's more like a twentieth the size, which is roughly equal to the iguanadon's head.

Now, this might seem like a silly complaint—after all, I don't expect Ubi Soft to produce a "paleontologically correct" game. But this sizing problem is a perfect example of Dinosaur's **fatal lack of attention to detail**. Take the environments, for example: bland and barren, devoid of texture, full of glitches. You'll get caught on cliff faces, trapped on narrow ledges—you'll even run into enemy dinos hopping about, stuck in polygonal seams. Then there's the game itself: twelve torturous levels that include tedious tasks like searching for fruit and chaperoning a dimwitted dinosaur on a slow walk. Combat is just as dreary: unbalanced and awkward, a true chore. It all makes you wonder if Ubi Soft used cavemen as game testers.

The only redeeming thing about Dinosaur are **the FMV cutscenes** taken straight from the movie. But if that's what you're looking for, you'd be much better off waiting for the film's DVD release.

Final Score ●◖

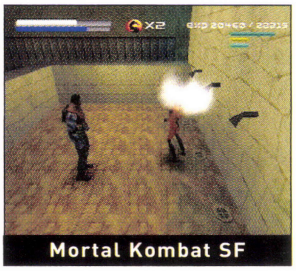
Gary Steinman

Players: 1
Memory Card: 1 block









Monster Rancher Battle Card: Episode II

Publisher Tecmo
Developer Tecmo
Web Site www.tecmoinc.com

MRBC may be yet another attempt to capitalize on the current popularity of those collectible card games—but make no mistake, this one rises to the top of the deck on its own merits. Sure, the graphics look like they could have been ported over from a Game Boy cartridge (although that quirky, delightful Monster Rancher style is well represented). And granted, the story is just a flimsy excuse to play the card game. But despite these shortcomings, MRBC excels where it counts, with a **deep yet accessible battle system and sublimely balanced artificial intelligence**.

How so? For starters, MRBC's challenge level is just right. It took me just a few battles to understand the nuances of the game, and in no time I was effortlessly swapping cards into and out of my teams without ever getting overwhelmed by deck management. Also, while my victories far outnumbered my defeats, many of these battles came down to the final few cards. It's those kinds of tough fights to the finish that gave me a real sense of accomplishment with each win.

Be warned, though: MRBC isn't for everyone. The game consists of **card battle after card battle—and that's about it**. But with tons of replay value, addictive but oddly relaxing gameplay and irresistible characters, MRBC is a real treat that could easily steal away hours of your time.

Final Score ●●●◖
Gary Steinman

E Players: 1
Memory Card: 1 block

Mortal Kombat: Special Forces

Publisher Midway
Developer Midway
Web Site www.midway.com

"Aaawwww, yeahhh..." The catch phrase of Mortal Kombat: Special Forces' main character, Jax, sums up the quality of this 3D action/adventure nicely—but only in its originality and depth. OK...maybe I should take that back. After all, it's the only game I've ever played in which you can enter a woman's locker room, stand right next to her as she bathes (in bikini and thigh-high boots, no less), and then proceed to beat the crap out of her even though she's indicated no hostility toward you whatsoever. Now if that isn't an original idea for quality gaming, I don't know what is!

With the exception of this oh-so-intriguing scene, however, MKSF is **just a bad Tomb Raider—sans any hint of complexity**. A typical puzzle? Look at the numbers of the license plates in a garage so that you can use the digits for the code needed to open the door to the next room.

And then there's the "rich fighting system." Sure, there are plenty of special moves and combos (with great names like "Git Some Suka"), but what's the use when just **hitting the X button repeatedly can kill any opponent (even *all five* bosses!)**? The cool sniping mode does help break the monotony, though.

In the end, this one's only for MK diehards dying to know the story behind Jax and Kano's heated rivalry. In other words, no one.

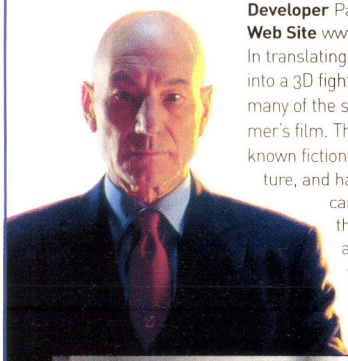
Final Score ●◖
Chris Baker

M Players: 1
Memory Card: 1 block



X-Men: Mutant Academy

A faithful representation, but a flawed fighter

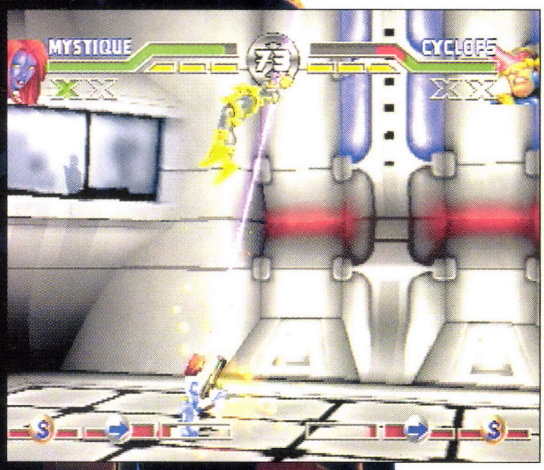


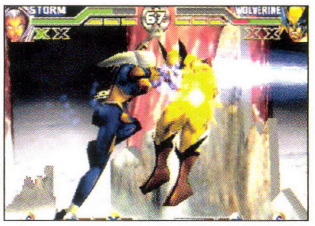
Publisher Activision
Developer Paradox
Web Site www.activision.com

In translating the beloved *X-Men* comic into a 3D fighting game, Activision faced many of the same issues as this summer's film. These are some of the best-known fictional characters of popular culture, and have been for years. Special care had to be taken to ensure the right look, setting, personalities, voices, and so on. On top of all that, the game itself has to be solid enough not to be dismissed as another cheap license exploitation. While the results are solid enough, sadly Mutant Academy doesn't seem to have fared as well in the translation as the film has.

The main problem seems to be simply that **this game wasn't designed by an experienced developer of fighting games** (Paradox's only other fighting experience was with the cancelled Thrill Kill and the lackluster Wu-Tang: Shaolin Style). This leads to a lot of minor flaws—but minor flaws in large numbers turn into major flaws.

Mutant Academy's move lists don't have nearly the depth of a Tekken or a







CEREBRO HEMORRHAGE

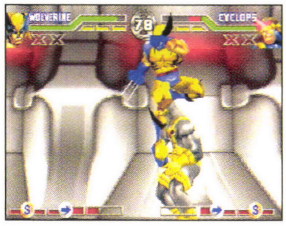


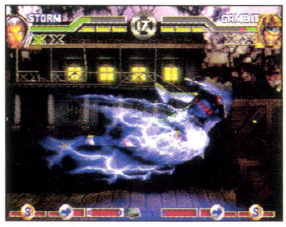
X-Men's Cerebro Mode has lots of treats for the X-Men fan. Aside from alternate costumes and cinemas, you'll find artwork from the comics and stills and promo shots from the film, like these above (left to right): Wolverine's debut, in *The Incredible Hulk* #181; *Wolverine* #1; a sharp film promo; and badass Hugh Jackman in action.

Street Fighter, for example, making for somewhat limited selections of grabs and special moves, which are usually big selling points for fighting games. Now, **what specials they do have tend to be pretty damn cool**—I don't think I've seen many more stylish moves than Wolverine's *Matrix*-style spinning kick—but even the coolest-looking moves get tiring after awhile. Also problematic is the lack of an in-game move list; this is crucial to mastering a character in a fighting game, and neither the manual nor the "Academy Mode" includes a complete list.

Other complaints include the limited character roster, the fixed progression of enemies in Arcade mode, and the sometimes-slippery controls—especially for the more complex moves.

But the game's far from all bad. Paradox did do **a fine job of presenting the characters accurately**, complete with proper settings. The graphics overall are extraordinary, especially in the crisp, detailed arenas; my only complaint in terms of look is the somewhat stiff animation. And though many of the basic sound effects are exceptionally dull—most kicks and punches sound like a wooden ruler hitting a warm slab of beef—the more spectacular moves are accompanied by appropriately spectacular aural effects.





Another nice inclusion is the "Cerebro Mode," which is basically a gallery of artwork, movie stills, extra costumes and cinemas that are awarded upon completion of certain goals. There's an immense assortment of goodies for both the casual and the die-hard fan. The problem is, the rendered cinemas are short and sort of goofy-looking; the movie stills and promo shots tend to be quite uninteresting; the alternate costumes are mostly minimal palette swaps; and much of the artwork is quite bland. There is a nice assortment of comic covers, however (like *Wolverine* #1, seen above), which are for the most part the best offerings of the bunch. It's an enormous collection and will no doubt be appreciated by serious X-Men fans; **I just wish it had a bit more depth**.

And I guess that goes for the rest of the game, as well.

Final Score ●●●

Joe Rybicki

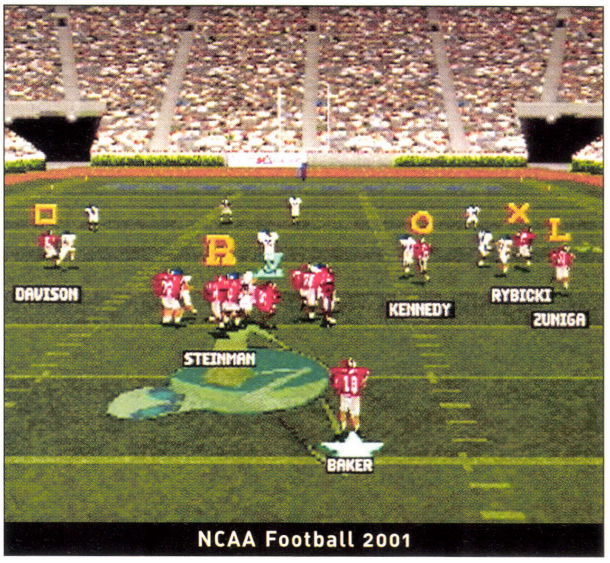
ESRB T TEEN **Players: 1-2**
Memory Card: 1 block

SPECIAL SCHOOL



If you were thinking, as I was, that the Academy Mode would prove to be a career mode like SFA2's World Tour, think again. It's nothing more than a simplistic training mode with delusions of grandeur.





NCAA Football 2001

NCAA Football 2001

Publisher EA Sports
Developer Tiburon
Web Site www.easports.com

Every year I'm amazed. No matter how impossible it may seem to me for EA to improve its NCAA Football series, they somehow manage to pull it off. But this year things seem just a little different. Are there cool new features added to NCAA Football 2001? Of course. Yet I'm still a bit disappointed. I blame Madden.

With what little I've seen of the latest incarnation of the juggernaut NFL series (expect a review next month), I'm forced to think that the Tiburon development squad—developer of both series—now regards the NCAA franchise as an afterthought. Just a quick look at the graphics will tell you that. While Madden's look only seems to improve every year, **it's tough to distinguish NCAA 2001 even against NCAA 99.** The game has the potential to look so much better.

That being said, I do find NCAA 2001's new features to generally strengthen an already great product. Advanced Player Control tops the list, allowing you to **control *any* offensive player on the field**. Want to fill the shoes of wide receiver for the entire play? Go for it. Rather snap and block than handle the ball? It's all you.

Other notable additions include BCS rankings, more individual college mascots and chants, and more customization for the great Create-A-School feature. (Check out the screenshot of the PlayStation University Gamers in action versus their heated rivals, the Broncos of Boise State. PU's QB rocks!) The only real disappointment is the completely useless Momentum Meter. At one point, my beloved (and leading) Tennessee Volunteers intercepted a pass for a touchdown...yet Southern Miss still had the momentum—resoundingly so! Sound right to you?

As for the gameplay itself, it's hard to tell much apart from last year. Despite the occasional high-percentage money play, the artificial intelligence often makes things very tough—and you're still knocking refs over, left and right!

Still, the lack of any advancement in the graphical arena makes NCAA 2001 **only worth purchasing for those who absolutely love their college football** (like me). Other pigskin fans will probably be much happier waiting for Madden NFL 2001.

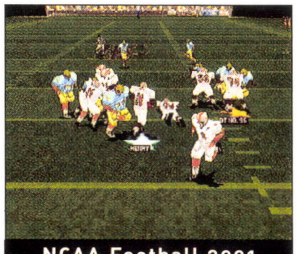
Final Score ●●●◖

Chris Baker

ESRB E EVERYONE **Players: 1-8**
Memory Card: 15 bl.



NCAA Football 2001



NCAA Football 2001

But enough about us...

What do *you* think?

Do you think we were way off on one of our reviews this month? Do you feel like you noticed elements of the game that we missed? Well, here's your chance to sound off! Send us your own reviews of any current game at **opm@ziffdavis.com** *with the subject line "Reader Review" and you may see your own opinions in print. Remember, we're looking for reviews of the games—critiques of our own reviews will be noted but not considered for print. So there.*

READER REVIEWS

"Legend of Dragoon is more akin to Shadow Madness than Final Fantasy. **The story is uninspired, and the writing is awful.** The whole package comes off as the epic brainchild of a seventh-grader."

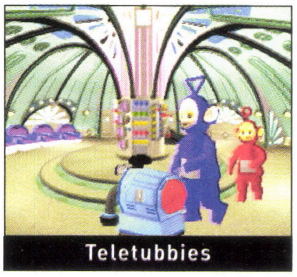
Aaron Jakos, DrWahad@aol.com

"I think that Covert Ops: Nuclear Dawn was a good game despite the camera angles. It has **a great story,** nice graphics, and good voice acting."

Justin Robertson, via the Internet

"Urban Chaos has got to be **one of the hottest games** I have played in a while. the game has a lot of realistic qualities, and the characters actually sounded like real people."

oodoozonoodooz@aol.com





Play With The Teletubbies

Publisher Knowledge Adventure
Developer Asylum
Web Site www.knowledgeadventure.com

Being a tad too old to review this game ourselves, we decided to enlist the help of three-year-old Kelsey, daughter of art director Bob Conlon. The game had all the right elements at first: Kelsey found it very easy to control, she enjoyed the activities and she tuned in to the videos that appear on the Tubbies' tummies. After a while, though, **she found the repetition of the few activities simply boring**. The average preschool software provides much more content and entertainment for children.

Final Score ●●
Bob and Kelsey Conlon

Players: 1
Memory Card: N/A





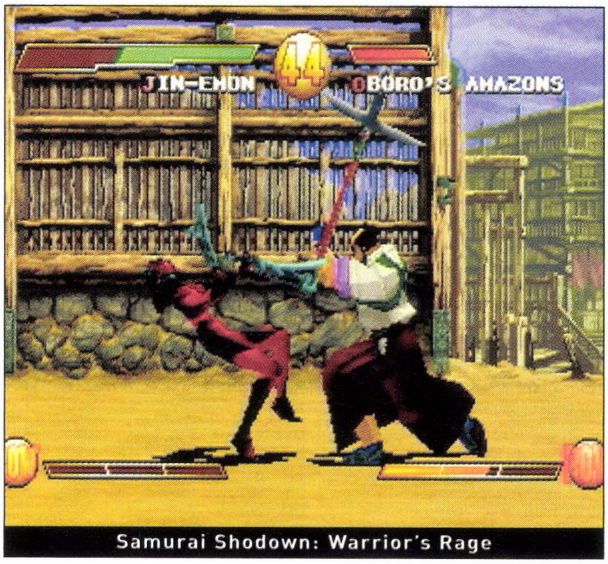
Rampage Through Time

Publisher Midway
Developer Avalanche Software
Web Site www.midway.com

If nothing else, Midway at least *tries* to add something to its Rampage series—but that's about all I can say for this game. The new minigames resemble classics like Asteroids and Breakout...**they just lack a certain factor I like to call "fun."** Also, you're now joined by two other oversized building busters whether you like it or not (and you probably won't since they mostly just get in the way). All in all, RTT is just like its predecessors—amusing for the first few minutes, but incredibly tedious from there on out.

Final Score ●◖
Chris Baker

Players: 1-3
Memory Card: 1 block



Samurai Shodown: Warrior's Rage

Publisher SNK
Developer SNK
Web Site www.snkusa.com

This is such a shame. As SNK's final PlayStation release in the American market, Samurai Shodown: Warrior's Rage is not an example of what this company has become known for: quality 2D fighting games. Instead, **it's a poor 3D fighter that in no way lives up to its namesake.**

Samurai's graphics look very first-generation, with little detail on the characters and backgrounds. Returning Samurai Shodown characters just don't look as cool in 3D—at least not with such low polygon counts. And the game suffers from some jerky animation at times.

As for the fighting itself, it's not too bad, but sometimes the controls seem a bit loose. And interestingly, the gameplay isn't like the previous Samurai titles. You're given three attack buttons—kick, slash, strong slash—as well as a dodge move, which is essentially useless. You also have access to **some super moves, but overall there's nothing new to be found here.**

Warrior's Rage does offer up lots of modes and secrets to unlock, but these do nothing to salvage the poor graphical and gameplay elements. The rendered cinemas don't really help, either.

Normally, with a game like this, I'd recommend it to only hardcore fans of the series. In this case, I won't even bother.

Final Score ●◖
Sam Kennedy

Players: 1-2
Memory Card: 1 block

Transformers: Beast Wars Transmetals

Publisher Bam! Interactive
Developer Genazea
Web Site www.beastwars.com

Beware: because of this game, any love you have for the original Transformers or fighting games in general may be in serious jeopardy. Transmetals is an arena-style fighter with **as much flair as a loaf of wheat bread**. There are lots of explosions and flashing lights, but the only people reacting to these banal enhancements will be epileptics. If you really like Optimus Primal and Rattrap there's a chance you'd like to try this game for curiosity's sake. But don't.

Final Score ●
Todd Zuniga

Players: 1-2
Memory Card: 1 block



Runabout 2

Publisher HotB
Developer Climax
Web Site www.hotb.com

I actually quite liked the original Runabout, released as Felony 11-79 in the U.S. It wasn't great, but it paved the way for games like Driver.

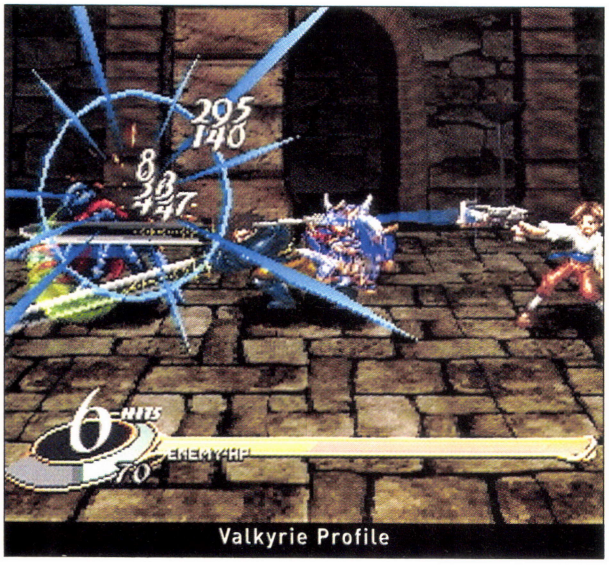
Unfortunately, **the sequel is a dismal failure of a follow up**. Its linear framework and appalling graphics make it look old and tired, while its South Park-caliber animation is laughable. Control of some of the more powerful vehicles is next to impossible, and the missions are dull and unimaginative. The bottom line is that this sucks. Avoid it.

Final Score ●
John Davison

Players: 1
Memory Card: 1 block







Valkyrie Profile

Valkyrie Profile

Publisher Enix
Developer tri-Ace
Web Site www.enix.com

It's not often that I have a chance to gush about tasty 2D visual effects like parallax scrolling, but thanks to Valkyrie Profile I get to do just that.

For those who started gaming with the advent of the PlayStation, parallax scrolling is a technique in which graphics are drawn in various layers that scroll at different speeds. Back in the 16-bit days, before everything was done in true 3D, this gave games an illusion of depth: With the foregrounds moving faster than the backgrounds, images would appear three-dimensional, despite being entirely sprite-based.

Valkyrie Profile uses this technique brilliantly. A few scenes come to mind, like an early moment in a field of "weeping lilies" where petals glide by on the wind, and a snowy level in which the flakes gently fall, seemingly in front of, above and beyond the character. And then there are the towns and dungeons—**hand drawn, with stunning scenic details that scroll by all around you**.

While the depth in the visuals is just an illusion, the depth in the gameplay is very real. The characters all have numerous skills and personal traits that you can build up as you please, allowing you to customize each one. You must choose wisely, though, because at certain points you'll receive specific requests from the gods to send up a party member to help fight in a holy war. If you don't have a character with the requisite strength and skills, then let's just say Odin won't be too happy with you.

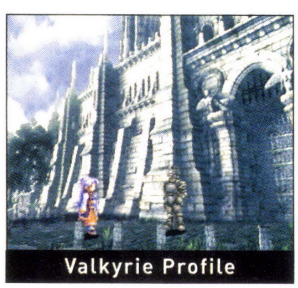
Even more impressive than the graphics and depth, though, is VP's combat system. Each of your four party members is assigned to a different button. While combat is turn-based, you can attack with any character at any time during your turn. The key here is to string your attacks together to create combos and break through enemies' defenses. It's great fun, and thoroughly innovative. Plus, there are no random battles.

The only problem I had with Valkyrie Profile is the learning curve. For the first few hours, it's unbearably steep (make sure you read the manual—twice). But once I got over that hump, I became fully immersed in a game of exquisite beauty and unparalleled depth.

Final Score ●●●●
Gary Steinman

T TEEN ESRB
Players: 1
Memory Card: 2 blocks


Valkyrie Profile


Valkyrie Profile

Review Archive

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
3Xtreme	989 Studios	●	21
40 Winks	GT Interactive	●●●●	28
A Bug's Life	Sony CEA	●●	15
Ace Combat 2	Namco	●●●●●	1
Ace Combat 3: Electrosphere	Namco	●●●	31
Akuji the Heartless	Crystal Dynamics	●●●	18
Alexi Lalas International Soccer	Rockstar	●	23
Alundra	Working Designs	●●●●◖	4
Alundra 2	Activision	●●●	32
Animaniacs Ten Pin Alley	ASC	●●●	17
Ape Escape	Sony CEA	●●●●●	22
Apocalypse	Activision	●●●	16
Arcade Party Pak	Midway	●●●◖	28
Arcade's Greatest Hits: Atari Collection 2	Midway	●●◖	7
Arcade's Greatest Hits: Midway Collection 2	Midway	●●	4
Armored Core	Sony CEA	●●●◖	3
Armored Core: Master of Arena	Agetec	●●	31
Armorines: Project S.W.A.R.M.	Accail	◖	35
Army Men 3D	3DO	●●●	20
Army Men: Sarge's Heroes	3DO	●●	32
Army Men: World War	3DO	●◖	34
Assault	Midway	●●●	15
Asteroids	Activision	●●●◖	16
Auto Destruct	Electronic Arts	●●●	6
Azure Dreams	Konami	●●●	10
Backstreet Billiards	Ascii	●●●◖	15
Ballistic	Infogrames	●●●●	27
Baseball 2000	Interplay	●●	21
Bass Landing	Agetec	●●●◖	26
Bass Rise	Bandai	●●●	28
Batman & Robin	Acclaim	●	13
Battletanx: Global Assault	3DO	●◖	31
Beast Wars	Hasbro Interactive	●◖	5
Big Air	Accolade	●◖	20
Bio F.R.E.A.K.S.	Midway	●●	10
Black Bass with Blue Marlin	Hot-B	●●	29
Blast Radius	Psygnosis	●●●◖	19
Blasto	Sony CEA	●●●◖	8
Bloody Roar	Sony CEA	●●●◖	6
Bloody Roar 2	Sony CEA	●●●●	21
Bomberman Fantasy Race	Atlus	●●◖	19
Bomberman World	Atlus	●●◖	13
Boombots	Southpeak	●●◖	27
Bottom of the 9th '97	Konami	●●●◖	1
Brave Fencer Musashi	Square EA	●●●●	15
Bravo Air Race	THQ	●●●	1
Breath of Fire III	Capcom	●●●◖	9
Brigandine	Atlus	●●●◖	15
Broken Sword	THQ	●●●●	5
Broken Sword II	Crave	●●●◖	27
Brunswick Circuit Pro Bowling	THQ	●●●◖	13
Brunswick Circuit Pro Bowling 2	THQ	●●●●	31
Bug Riders	GT Interactive	●●	3
Bugs Bunny Lost In Time	Infogrames	●●●◖	23
Builder's Block	Jaleco	●●●◖	35
Bushido Blade 2	Square EA	●●●◖	14
Bust A Groove	989 Studios	●●●●	16
Bust-A-Move 99	Acclaim	●●	19
Bust-A-Move 4	Natsume	●●●●	17
C: The Contra Adventure	Konami	●◖	12
Caesar's Palace II	Interplay	●●	15
Cardinal SYN	Sony CEA	●●●	9
CART World Series	Sony CEA	●●●◖	3
Castlevania: SotN	Konami	●●●●●	2
Castrol Honda Superbike	Electronic Arts	●●	21
Centipede	Hasbro Interactive	●	22
Championship Bass	EA Sports	●●●●	33
Championship Motocross Featuring Ricky Carmichael	THQ	●●●◖	25
Chessmaster II	Mindscape	●●●◖	23
Chocobo Racing	Square EA	●●●	23
Chocobo's Dungeon 2	Square EA	●●◖	29
Circuit Breakers	Mindscape	●●●	12
Civilization II	Activision	●●●●◖	18
Clock Tower	Ascii	●●●	2
Clock Tower II: The Struggle Within	Agetec	●●◖	28
Colin McRae Rally	Sony CEA	●●●●	30
Colony Wars	Psygnosis	●●●●●	4
Colony Wars: Red Sun	Psygnosis	●●●●◖	31
Colony Wars: Vengeance	Psygnosis	●●●◖	14
Command & Conquer: Red Alert	Virgin	●●●◖	4
Contender	Sony CEA	●●●●	17
Cool Boarders 2	Sony CEA	●●●●	3
Cool Boarders 3	989 Studios	●●●	14
Cool Boarders 4	989 Studios	●●●	27
Countdown Vampires	Bandai	●◖	32
Covert Ops: Nuclear Dawn	Activision	●●◖	34
Crash Bandicoot 2	Sony CEA	●●●●	3
Crash Bandicoot: WARPED	Sony CEA	●●●●●	15
Crime Killer	Interplay	●●●	12
Critical Depth	GT Interactive	●●●	3
Croc	Fox Interactive	●●●●	1
Croc 2	Fox Interactive	●●◖	22
Crusaders of Might & Magic	3DO	●●●	30
CTR: Crash Team Racing	Sony CEA	●●●●●	26
CyberTiger	EA Sports	●●●●	27
Dark Omen	Electronic Arts	●●	9
DarkStalkers	Capcom	●●●●	16
Dead in the Water	ASC	●●◖	17
Dead or Alive	Tecmo	●●●●◖	8
Deathtrap Dungeon	Eidos	●●◖	9
Deception III: Dark Delusion	Tecmo	●●●●	31
Demolition Racer	Infogrames	●●●●	26
Destrega	Koei	●●●●	16
Devil Dice	THQ	●●●◖	13
Diablo	Electronic Arts	●●●●	8
Die Hard Trilogy: Viva Las Vegas	Fox Interactive	●●	31
Dino Crisis	Capcom	●●●●	25
Downhill Mountain Bike Racing	Activision	●●◖	27
DragonBall GT	Bandai	●●	4
Dragonseeds	Jaleco	●●	15
Driver	GT Interactive	●●●●	24
Duke Nukem: Time to Kill	GT Interactive	●●●◖	14
Duke Nukem: Total Meltdown	GT Interactive	●●●	5
Dukes of Hazzard	Southpeak	●◖	29
Dune 2000	Electronic Arts	●◖	27
Eagle One: Harrier Attack	Infogrames	●●●	32
Echo Night	Agetec	●●●	23
ECW Hardcore Revolution	Acclaim	●◖	30
Ehrgeiz	Square EA	●●●◖	21
Einhänder	Sony CEA	●●●●	8
Elemental Gearbolt	Working Designs	●●●●	11
Eliminator	Psygnosis	●◖	20
Evil Zone	Titus	●●●	25
Expendable	Infogrames	●◖	34
F1 2000	EA Sports	●●●◖	33
Family Game Pack	3DO	●●◖	33
Fantastic Four	Acclaim	●●	3
Fatal Fury: Wild Ambition	SNK	●◖	30
Fear Effect	Eidos	●●●●◖	31
Felony 11-79	Ascii	●●●	1
FIFA 98	EA Sports	●●●◖	4
FIFA 99	EA Sports	●●●●◖	17
FIFA 2000	EA Sports	●●●●◖	27
The Fifth Element	Activision	◖	15
Fighter Maker	Agetec	●●●◖	21
Fighting Force	Eidos	●●●	3
Fighting Force 2	Eidos	●●	29
Final Fantasy Anthology	Square EA	●●●●◖	26
Final Fantasy Tactics	Sony CEA	●●●●	5
Final Fantasy VII	Sony CEA	●●●●●	1
Final Fantasy VIII	Square EA	●●●●●	25
Fisherman's Bait	Konami	●●●◖	18
Fisherman's Bait 2: Big Ol' Bass	Konami	●●●	27
Formula 1 '98	Psygnosis	●●●●	15
Formula 1 '99	Psygnosis	●●●◖	28
Forsaken	Acclaim	●●●●	10
Fox Sports Golf '99	Fox Interactive	●●	11
Fox Sports Soccer '99	Fox Interactive	●●◖	11
Freestyle Boardin' '99	Capcom	●●◖	18
Frogger	Hasbro Interactive	●●◖	4
Front Mission 3	Square EA	●●●●◖	31
Future Cop L.A.P.D.	Electronic Arts	●●●	13
G-Police	Psygnosis	●●●●◖	3
G-Police 2	Psygnosis	●●●●	25
G.Darius	THQ	●●●●	13
Galerians	Crave	●●●	33
Gallop Racer	Tecmo	●●◖	28
Gauntlet Legends	Midway	●●◖	32
Gekido	Interplay	●●●	34
Gex: Deep Cover Gecko	Eidos	●●●◖	20
Gex: Enter the Gecko	Midway	●●●◖	7
Ghost in the Shell	THQ	●●●●	4
Glover	Hasbro Interactive	●●	28
Gran Turismo	Sony CEA	●●●●●	9
Gran Turismo 2	Sony CEA	●●●●●	29

Review Archive (cont.)

Game names in green indicate a Greatest Hits title. Ratings in red indicate a five-disc score.

Game	Publisher	Score	Issue
Grand Theft Auto	Take 2	●●●	10
Grand Theft Auto 2	Rockstar	●●●	27
Grand Theft Auto: London 1969	Rockstar	●●●	22
Grand Tour Racing '98	Activision	●●●	1
Grandia	Sony CEA	●●●●	26
Granstream Saga	THQ	●●●	10
Grind Session	Sony CEA	●●●●	34
Grudge Warriors	Take 2	●●	34
Guardian's Crusade	Activision	●●●	19
HardBall '99	Accolade	●●	15
Heart of Darkness	Interplay	●●●●	13
Hello Kitty's Cube Frenzy	NewKidCo	●●●	20
Herc's Adventures	LucasArts	●●●	2
High Heat Baseball 2000	3DO	●	22
Hot Shots Golf	Sony CEA	●●●●	7
Hot Shots Golf 2	Sony CEA	●●●●	30
Hot Wheels Turbo Racing	Electronic Arts	●●●	25
Hydro Thunder	Midway	●●	31
Intelligent Qube	Sony CEA	●●●	2
Intellivision Classic Games	Activision	●●	28
Int. Superstar Soccer '98	Konami	●●●●●	11
International Track & Field 2000	Konami	●●●●	27
Invasion From Beyond	GT Interactive	●●	19
Iron Soldier 3	Vatical	●●●●	35
Irritating Stick	Jaleco	●●●	18
ISS Pro Evolution	Konami	●●●●●	35
Jackie Chan Stuntmaster	Midway	●●●●	30
Jade Cocoon	Crave	●●●●	23
Jeopardy!	Hasbro Interactive	●●●●	17
Jersey Devil	Sony CEA	●●	10
Jet Moto 2	Sony CEA	●●●●	3
Jet Moto 3	989 Studios	●●●●	26
Jimmy Johnson VR Football	Interplay	●●	2
Jojo's Bizarre Adventure	Capcom	●●●●●	31
Juggernaut	Jaleco	●●	26
K-1 Grand Prix	Jaleco	●●●●	28
K-1 Revenge	Jaleco	●●●	18
Kagero: Deception II	Tecmo	●●●●●	14
Kartia	Atlus	●●●●	12
Kensei Sacred Fist	Konami	●●	17
Killer Loop	Crave	●●●	27
Klonoa	Namco	●●●●●	6
Knockout Kings	EA Sports	●●●●	16
Knockout Kings 2000	EA Sports	●●●●	27
Konami Arcade Classics	Konami	●●●	23
Koudelka	Infogrames	●●●	35
Kurt Warner's Arena Football Unleashed	Midway	●●●	34
Legacy of Kain: Soul Reaver	Eidos	●●●●●	25
The Legend of Dragoon	Sony CEA	●●●●●	34
Legend of Legaia	Sony CEA	●●●●	19
Legend of Mana	Square EA	●●●	35
Lode Runner	Natsume	●●●	4
The Lost World: Jurassic Park	Electronic Arts	●	2
Lunar: Silver Star Story Complete	Working Designs	●●●●●	22
Madden NFL 98	EA Sports	●●●●	2
Madden NFL 99	EA Sports	●●●●●	13
Madden NFL 2000	EA Sports	●●●●●	25
Marvel SH vs. Street Fighter	Capcom	●●●●	18
Marvel Super Heroes	Capcom	●●	2
Marvel Vs. Capcom EX	Capcom	●●●	30
Mass Destruction	ASC	●●●	3
Maximum Force	Midway	●●	2
MDK	Playmates	●●●	3
Medal Of Honor	Electronic Arts	●●●●	27
MediEvil	Sony CEA	●●●●	14
MediEvil II	Sony CEA	●●●●	32
Mega Man Legends	Capcom	●●●●	12
Mega Man X4	Capcom	●●●	4
Metal Gear Solid	Konami	●●●●●	14
Metal Gear Solid VR Missions	Konami	●●●●	25
Micro Machines	Midway	●●●●●	5
Micro Maniacs	Codemasters	●●●●	32
The Misadventures of Tron Bonne	Capcom	●●●●	31
Mission: Impossible	Infogrames	●●	28
Missile Command	Hasbro Interactive	●●●	28
MK Mythologies	Midway	●●●	3
MLB 98	Sony CEA	●●●	1
MLB 99	Sony CEA	●●●●	9
MLB 2000	989 Studios	●●●●	21
MLB 2001	989 Studios	●●●	33
MLBPA Bottom of the9th '99	Konami	●●●●	12
Mobil 1: Rally Championship	Electronic Arts	●●●	32
Monaco Grand Prix	Ubi Soft	●●●●	21
Monkey Hero	Take 2	●●	18
Monkey Magic	Sunsoft	●	29
Monopoly	Hasbro Interactive	●●●	5
Monster Rancher 2	Tecmo	●●●●	26
Monster Seed	Sunsoft	●●●	20
Mortal Kombat 4	Midway	●●●●	11
Moto Racer	Electronic Arts	●●●●●	3
Moto Racer 2	Electronic Arts	●●●●●	14
Motorhead	Fox Interactive	●●●●	14
Mr. Domino	Acclaim	●●●●	15
Mr. Driller	Namco	●●●●	33
MTV Music Generator	Codemasters	●●●●	28
N2O	Fox Interactive	●●	11
Nagano Winter Olympics '98	Konami	●●	6
NASCAR 98	EA Sports	●●●●	3
NASCAR 99	Electronic Arts	●●●●	14
NASCAR 2000	EA Sports	●●●●	26
NASCAR Rumble	Electronic Arts	●●●●	31
NBA Fastbreak '98	Midway	●●●	4
NBA In the Zone '98	Konami	●●●	7
NBA In the Zone '99	Konami	●●●●	19
NBA In the Zone 2000	Konami	●●●	28
NBA Live 98	EA Sports	●●●●●	3
NBA Live 99	EA Sports	●●●●	16
NBA Live 2000	EA Sports	●●●●●	28
NBA ShootOut 98	Sony CEA	●●●●	8
NBA ShootOut 2000	989 Studios	●●●	30
NBA Showtime NBA on NBC	Midway	●●●	28
NBA Tonight	ESPN Digita	●●●	14
NCAA Final Four '99	989 Studios	●●●●	18
NCAA Final Four 2000	989 Studios	●●●●	28
NCAA Football 98	EA Sports	●●	2
NCAA Football 99	EA Sports	●●●●●	12
NCAA Football 2000	EA Sports	●●●●	25
NCAA GameBreaker 98	Sony CEA	●●●●	4
NCAA GameBreaker 99	989 Studios	●●●●	15
NCAA GameBreaker 2000	989 Studios	●●●	25
NCAA March Madness 98	EA Sports	●●●●	7
NCAA March Madness 99	EA Sports	●●●	18
NCAA March Madness 2000	EA Sports	●●●●	29
Nectaris: Military Madness	Jaleco	●●●●	17
Need for Speed III	Electronic Arts	●●●●	8
Need for Speed: High Stakes	Electronic Arts	●●●●●	20
Need for Speed: Porsche Unleashed	Electronic Arts	●●●●	33
Need for Speed: V-Rally	Electronic Arts	●●	3
Need for Speed: V-Rally 2	Electronic Arts	●●●●	28
Newman/Haas Racing	Psygnosis	●●	7
The Next Tetris	Hasbro Interactive	●●●	24
NFL Blitz	Midway	●●●●●	13
NFL Blitz 2000	Midway	●●●●●	24
NFL GameDay 98	Sony CEA	●●●●●	1
NFL GameDay 99	989 Studios	●●●●	13
NFL GameDay 2000	EA Sports	●●●●	25
NFL Xtreme	989 Studios	●●	11
NFL Xtreme 2	989 Studios	●●	24
N.GEN Racing	Infogrames	●●●	35
NHL 99	EA Sports	●●●●●	15
NHL 2000	EA Sports	●●●●	26
NHL Blades of Steel 2000	Konami	●●	28
NHL Breakaway 98	Acclaim	●●●	2
NHL Championship 2000	Fox Interactive	●●●	27
NHL FaceOff 98	Sony CEA	●●●●●	2
NHL FaceOff 99	989 Studios	●●●●	14
NHL FaceOff 2000	989 Studios	●●●●	26
NHL Rock the Rink	Electronic Arts	●●●●	32
Nightmare Creatures	Activision	●●●●	3
Nightmare Creatures II	Konami	●●	33
Ninja: Shadow of Darkness	Eidos	●●	15
Nuclear Strike	Electronic Arts	●●●●●	3
O.D.T.	Psygnosis	●●	15
Oddworld: Abe's Exoddus	GT Interactive	●●●●●	15
Oddworld: Abe's Oddysee	GT Interactive	●●●●	1
One	ASC	●●●●	4
Pac-Man World	Namco	●●●●●	25
Pandemonium! 2	Midway	●●●●	3
PaRappa the Rapper	Sony CEA	●●●●●	2
Parasite Eve	Square EA	●●●●	12
PGA Tour 98	EA Sports	●●●	3
Pitfall 3D	Activision	●●	9
Pocket Fighter	Capcom	●●●●	11
Point Blank	Namco	●●●●	6
Point Blank 2	Namco	●●●●	20
Pong	Hasbro Interactive	●●●●	27
Pool Hustler	Activision	●●●●	15
Populous: The Beginning	Electronic Arts	●●	21
Porsche Challenge	Sony CEA	●●●●	1
Power Soccer 2	Psygnosis	●●●	5
Poy Poy	Konami	●●●	3
Pro 18 World Tour Golf	Psygnosis	●●	19
Pro Pinball: Timeshock!	Take 2	●	10
Psybadek	Psygnosis	●●	15
Punky Skunk	Jaleco	●●●	6
Q*bert	Hasbro Interactive	●●●	28
Quake II	Activision	●●●●	27
R-Type Delta	Agetec	●●●●●	23
R-Types	Ascii	●●●●	17
R4: Ridge Racer Type 4	Namco	●●●●	20
Railroad Tycoon II	Take 2	●●●	30
Rainbow Six	Red Storm	●	27
Rally Cross 2	989 Studios	●●●●	15
Rampage	Midway	●●●	4
Rampage 2: Universal Tour	Midway	●	21
Ray Tracers	THQ	●●●	5
Rayman 2: The Great Escape	Ubi Soft	●●●●	35
RC Stunt Copter	Titus	●●●●	25
Re-Volt	Acclaim	●●	26
Ready 2 Rumble	Midway	●●●●	27
Red Asphalt	Interplay	●●	3
Reel Fishing	Natsume	●●●	3
Reel Fishing II	Natsume	●●	34
Resident Evil 2	Capcom	●●●●●	6
Resident Evil 2 Dual Shock	Capcom	●●●●●	13
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Rhapsody: A Musical Adventure	Atlus	●●●	35
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Risk	Hasbro Interactive	●●●●	11
Rival Schools	Capcom	●●●●	14
Riven: The Sequel to Myst	Acclaim	●●●●●	6
Road Rash 3D	Electronic Arts	●●●	11
Road Rash: Jail Break	Electronic Arts	●●	30
Rogue Trip	GT Interactive	●●●●	14
Roll Away	Psygnosis	●●●●●	13
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Rollcage Stage II	Psygnosis	●●●●	31
Romance of the 3 Kingdoms VI	Koei	●●	30
RPG Maker	Agetec	●●●●●	35
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SaGa Frontier	Sony CEA	●●●●	8
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Shanghai: True Valor	Sunsoft	●●●	20
Shipwreckers	Psygnosis	●●●	3
Silent Bomber	Bandai	●●●●	30
Silent Hill	Konami	●●●●	18
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Skullmonkeys	Electronic Arts	●●●●●	6
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Steel Reign	Sony CEA	●●●	2
Streak	GT Interactive	●●●	15
Street Fighter Alpha 3	Capcom	●●●●●	21
Street Fighter Collection	Capcom	●●●	4
Street Fighter Collection 2	Capcom	●●●	16
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Street Sk8er	Electronic Arts	●●●	19
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Striker Pro 2000	Infogrames	●●●●	33
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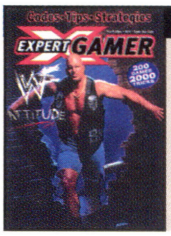
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TOP SECRETS

This Month's Stategies

Legacy of Kain: Soul Reaver 108-111

Legend of Dragoon 112-113

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Street Fighter EX2 Plus 116

Mr. Driller 117

Top Secret Agents

Andy Baran, Henry LaPierre, Kenneth "Slim" Miller, Terry Minnich, Greg Sewart, Phil Theobald

*If you have any secrets that will blow our minds, send them to **OPM@ziffdavis.com** and title the e-mail **Top Secrets.***

LEGACY OF KAIN: SOUL REAVER

Refill Health: Hold L1 and press Down, Circle, Up, Left, Up, Left.
Next Level Health: Hold L1 and press Right, X, Left, Triangle, Up, Down.
Maximum Health: Hold L1 and press Right, Circle, Down, Up, Down, Up.
Refill Magic: Hold L1 and press Right, Right, Left, Triangle, Right, Down.
Maximum Magic: Hold L1 and press Triangle, Right, Down, Right, Up, Triangle, Left.
Pass Through Barriers: Hold L1 and press Down, Circle, Circle, Left, Right, Triangle, Up.
Wall Climbing: Hold L1 and press Triangle, Down, L2, Right, Up, Down.
Hurt Raziel: Hold L1 and press Left, Circle, Up, Up, Down.
Force: Hold L1 and press Left, Right, Circle, Left, Right, Left.
Constrict: Hold L1 and press Down, Up, Right, Right, Circle, Up, Up, Down.
Force Glyph: Hold L1 and press Down, Left, Triangle, Down, Up.
Stone Glyph: Hold L1 and press Down, Circle, Up, Left, Down, Right, Right.
Sound Glyph: Hold L1 and press Right, Right, Down, Circle, Up, Up, Down.
Water Glyph: Hold L1 and press Down, Circle, Up, Down, Right.
Fire Glyph: Hold L1 and press Up, Up, Right, Up, Triangle, L2, Right.
Sunlight Glyph: Hold L1 and press Left, Circle, Left, Right, Right, Up, Up, Left.
Shift at Any Time: Hold L1 and press Up, Up, Down, Right, Right, Left, Circle, Right, Left, Down.



Putting the sequel to Soul Reaver on the cover of this month's mag made revisiting the original a no-brainer. It'll help you find all the Glyphs you're looking for.

Raziel's Powers

Phasing

Obtained: Melchiah
When Used: Spectral Realm
Pass through Obstacles: Whenever a gate bars your path, simply enter the Spectral Realm and press into it and you will phase to the other side. You must defeat Melchiah and devour his soul to gain this power. Keep in mind that this only works on gates.

Climbing

Obtained: Zephon
When Used: Physical Realm
Reach new Heights: Wherever you see a strange texture on a wall (it's usually ridged slightly), odds are good that you can climb it. A lot of secret items are hidden way up high out of reach. Climbing is your only recourse. You cannot climb in the Spectral Realm.

Constrict

Obtained: Dumah
When Used: Physical Realm
Complete the circle: Once you have earned the ribbon ability, you will finally be able to find all of the secrets in the game. Whenever you see a swirling pattern on the floor around an object, run around it quickly. With the completed circle, something will happen.

Swimming

Obtained: Rahab
When Used: Physical Realm
Swim to new depths: Before having this ability, Raziel's body would dissolve when it touched water. With this power, you can enter the water and explore to find new secrets. Practice jumping out of the water, just in case some water-dwelling vamps catch your scent.

Telekinetic Force

Obtained: Morlock
When Used: Physical Realm
Blast the Undead: Once you have this power, there are many things you can do. Weaken the other vampires by shooting them with this. With luck, they'll bounce onto some spikes. You can also move blocks. You will use this power often.

Army Men: Air Attack

Enable All Co-Pilots: Press Start on the title screen to go to the main menu. On the main menu, access the password screen. Enter this code to get access to all co-pilots: Up, Down, Up, Down, Up, Down, Up, Down. Press Start to accept the code. Begin a new game and move down to Co-Pilot option to access them.

Bass Landing

Check out the Free Fishing Mode on your next Bass Landing outing and experiment with the Lake Configuration settings. Here are some suggestions as to how to configure the lake conditions for that optimal fishing experience. Now you can hook your limit!

Lake: Lunker Lake.
Pressure: None.
Season: 4 Mid - 6 Mid (April-June) or 8 Mid - 10 Mid (August-October).
Weather Yesterday: Cloudy/Sunny.
Weather Today: Cloudy/Sunny.
Wind Direction: East.
Wind Speed: 0.0 to 1.0.
Water Temp: 60° - 70°.
Water Quality: Clear.
Start Time: 6:00 - 8:00 or 15:30 - 17:30.
Time Elapsed: None.
Best Lures: Spinnerbait and Popper.
Hint: Fish like to hide in and around vegetation.

Colin McRae Rally

Open All Tracks: From the main menu

The Bosses

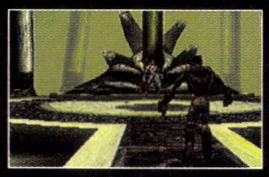
Melchiah

■ **Difficulty:** Easy
■ **Reward:** Phasing Ability
■ **How to defeat Melchiah:** Melchiah is pretty slow moving but he will tag you if you get too close. Keep moving, and you will have nothing to worry about.

1. **Lure Melchiah to one of the side rooms.** Enter through a hole that's high up. Hold the lever until the boss is underneath the gate. Smash his head with the sharp gate, and escape to the room on the opposite side.
2. **Repeat what you did with the last room.** He should be bloody by now.
3. **Hurting him a second time will free up the crank** on the pedestal. Lure Melchiah into the center cage. Run quickly out of the cage and turn the crank. Melchiah will be defeated in a gruesome fashion by the giant spinning blades that fall from the ceiling.



■ **Lure Melchiah to the side rooms,** and try to pin him with the gate.







■ **You will have to move quickly** to find and strike Kain down.

Kain

■ **Difficulty:** Moderate
■ **Reward:** The Soul Reaver sword
■ **How to defeat Kain:** Kain's pattern is surprisingly easy, though a little tricky when it comes down to execution. Kain will teleport to one of three set locations around the Pillars of Nosgoth. When he appears, he will start to charge up the Soul Reaver. If you get hit, you will automatically be sent to the Spectral Realm. All it takes is a single claw swipe to knock Kain out of his weapon charging. It will take three hits to end your fight with Kain. If you are in the Spectral Plane, avoid the two wraiths that are found circling the Pillars of Nosgoth.
Aftermath: Kain will attempt to use the Soul Reaver on you, but the sword will shatter. To claim it for yourself, enter the Spectral Realm and grab the ethereal form of the sword.

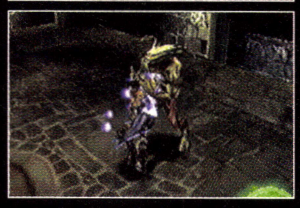
Mini-Boss: Morlock

■ **Difficulty:** Easy
■ **Reward:** Telekinetic Force
■ **How to defeat Morlock:** Leap over to the central platform while dodging his telekinetic blasts. If you have the Soul Reaver, hit him three or four times with it, then drain his soul. If you do not, pummel him with your claws, then throw him into the water.

His attacks are extremely powerful, so you stand a good chance at being tossed into the water or back to the Spectral Realm.

Defeating Morlock isn't too tough as long as you keep moving. He is the first enemy that will shoot telekinetic blasts at you.





■ **Get in close** and start hitting him with everything you've got!

Zephon

■ **Difficulty:** Moderate/Kinda hard
■ **Reward:** Wall Climbing
■ **How to defeat Zephon:** Zephon will swing his legs in an attempt to impale you. If you get too close to his head he will snap at you.

1. Try to get Zephon to take a swing at you. If his leg sticks in the ground, take a whack at it.



2. The shock and pain of losing a leg will force him to drop out an egg. It will appear as an orangish oval-shaped thing in front of his belly.
3. Dodge Zephon's attacks and pick up the egg.
4. In the back of the room is a dead vampire hunter with a still-lit flamethrower. Hold the egg in the flames to ignite it.
5. Turn back toward Zephon and throw the egg at him. Repeat this two more times and Zephon will be no more.

Rehab

■ **Difficulty:** Easy
■ **Reward:** Swimming
■ **How to defeat Rahab:** Rahab and his kin have evolved to the point where they are no longer harmed by water. However, the Rabahim still have a susceptibility to sunlight. This is the weapon you must use against the aquatic vampire Rahab. To obtain the ability to immerse yourself and swim in water, defeat him.



Dumah

■ **Difficulty:** Hard
■ **Reward:** Ribbon
■ **How to defeat Dumah:** Enter Dumah's throne room while in the Material Realm. Pull out all three stakes that pin him to his throne. This will bring him back from the dead. With Dumah awake, he will start to attack.

Whenever this boss stops, it means he's going to stomp the ground. When he does this, leap up and glide. If you are on the ground when he does this, you will be stunned. If Dumah reaches you, he will use the ribbon attack on you and you will lose a lot of health. Move slow and steady and lure him to the furnace room. Once inside, turn on the gas, then trick him into standing within the central section. Then turn on the burners and watch the last of Kain's corrupted be destroyed by the purifying flame.



Final Kain

■ **Difficulty:** Easy
■ **Reward:** the ending...
■ **How to defeat Kain:** This is the final battle, and Kain will move significantly faster than the last time you met him. However, you will defeat him in pretty much the same way.

Kain will teleport to one of the massive stone steps. Once he appears, he will start charging one of his powerful attacks that will spell your demise. As soon as you see a blue glow, head for it as fast as you can. Hit Kain with your Soul Reaver, and he will teleport away to a higher step. Once again, make your way to him and slice him. He will teleport once more to an extremely high up step. You must move quickly to reach him. Once you stab him, Kain will take leave. Enter through the portal that is found nearby, and you will be treated to the ending.



screen, choose Championship Mode, then choose "Continue." When asked to enter your name, put in the following password: OPENROADS and then move to OK and press X. You will hear a voice say, "Trick mode enabled." Once you hear this, go back to the main menu screen and choose "Rally." When you go to choose your track (country), you will see that you can now choose the Super-Special stage in Greece.

DarkStalkers 3

Enter these codes at the character selection screen.

Play as Male Shadow: Highlight the "?" box, press Select, Select, Select, Select, Select, then press any button.
Play as Female (Marionette) Shadow: Highlight the "?" box, press Select, Select, Select, Select, Select, Select, then press any button.
Play as Image Talbain: Highlight Gallon, hold Select, then press all three Punch or Kick buttons.
Play as Oboro (Shin Bishamon): Highlight Bishamon, hold Select, then press any button.

Destruction Derby 2

Access All Tracks: Using Controller One, go into the "Race Mode" screen and select either Wrecking Racing or Stock Car Racing. Select "Championship" at the "Race Type" screen. You will enter a "Name Entry" screen. Enter MACSrPOO and hit "End." You should appear at the main screen and the "Track" option will have a red cross through it. Go back into Race Mode and choose a mode and a race type. Now, if you access the "Track Select" option, you should be able to choose from any of the tracks listed. You'll also be able to select tracks such as "The Pit" and "Death Bowl" if you choose "Destruction Derby" as your Race Mode.

Die Hard Trilogy 2: Viva Las Vegas

Debug Menu: On the main menu screen, press L1, L1, Circle, Circle, Square, Square. The "Debug" menu will appear with the options of a Movie Player and Direct Level Access.
Third Person Codes: *From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning John McClane figure. In the middle of the third per-*

(cont. on page 110)

Raziel's Items, Foes

Teleportation made easy: Throughout Nosgoth, you will find portals that you can walk through. These will teleport you back to any portal you have previously visited. Always activate them.



Takes you to: The outside ledge just to the left of Nupraptor's Fortress.



Takes you to: Raziel's ruined clan territory, just past the huge gilded gate.



Takes you to: Upon entering this mark into the portal, you will warp to Zephon's lair.



Takes you to: This will place you outside the Cathedral's entrance.



Takes you to: Wanna fight the final encounter with Kain, enter here...



Takes you to: This rune will send you straight to the heart of the oracle.



Takes you to: Warp to the start of the Ash Wastes upon entering this rune.



Takes you to: Enter and you will surface in an underwater region by the Sunlight Glyph.



Takes you to: The cave entrance leading to the Abyssal Vortex.



Takes you to: The location this portal will take you is the hidden human city.



Takes you to: You will find yourself right outside the Tomb of the Serafan.



Takes you to: The Melchiah clan territory, just before the large lake.

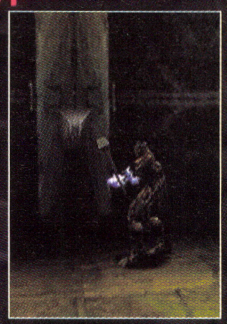


Takes you to: Enter this portal to find yourself outside the Drowned Abbey.

The Sound Glyph



Where to find it: Enter the Cathedral and fall to the bottom of the first wind elevator. Look for the stained glass window and break it with the telekinetic force blast. Climb up to the passageway.

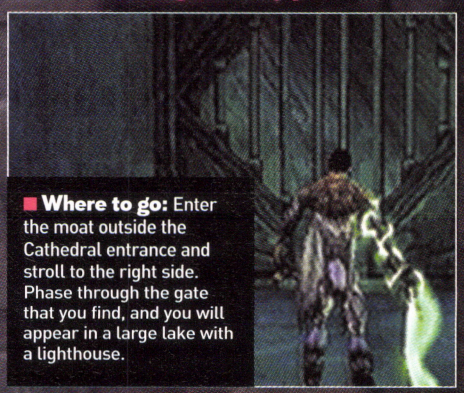


Grab the mallet: At the far end of the large room is a mallet. Grab it and climb up the wall near where you entered. Throw the mallet to the first cliff on the left. You'll see why in a minute.



Shifting Realms: Enter the Spectral Realm and jump to where the mallet is. Re-enter the Material Realm. Collect the mallet. Now jump 'til you are on the farther pillar. Put the mallet down and break the stained glass with another projectile blast. Toss the mallet across and make your way to the other side. Use the mallet on the bell and you will be awarded with the Sound Glyph.

The Sunlight Glyph

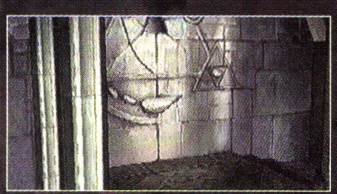


Where to go: Enter the moat outside the Cathedral entrance and stroll to the right side. Phase through the gate that you find, and you will appear in a large lake with a lighthouse.

Afterward: Make your way to the bottom cave. This will trigger a cinema. Now cross over to the bottom of the lighthouse and travel to its lowest depths. There will be a section where you must align a series of blocks to connect a pipe. Once the blocks are placed, hit the switch. Jump on the bellows to get out through the ceiling. Make your way back to the bottom cave.



Stopping the engine: Once you make your way to the top of the lighthouse, you will see a path leading to two caves. The first cave contains a machine. Turn it on by turning the crank. Then quickly jump atop the device and shove the block down. Move it so that it locks the gears from moving. Do this quickly.



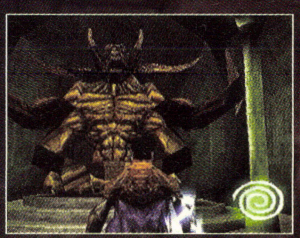
The Fire Glyph



Where to go: Enter the first water section in Raziel's clan area, just past the giant gate. Keep on going straight in the underwater caves and you will come to a room with all sorts of Glyph markings.



Time release door: There will be a door that you cannot open unless you turn the crank. It slams shut quickly, so you will have to enter the Spectral Realm ASAP just so you can squeeze on through to the other side.



Baby, light my fire: Use an unlit torch on the bonfire above the room with the Pillars. When you light the torch, take it back to the room with the giant statue. If you light the basket in front of it, he will give you the Fire Glyph.

(cont. from page 109)

son game, press Start to pause. Now enter one of these codes for various results. For best results, enter the Unlimited Ammo code after the Every Weapon code.
Every Weapon: Square, Square, Circle, Circle, L1, L1.
Unlimited Ammo and Grenade Weapons: L1, L1, R1, R1, Circle, Circle.
Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.
First Person Codes: *From the main menu, choose Movie Mode or Arcade Mode. If you choose Arcade Mode, pick the spinning pistol. During the first-person shooting game, press START to pause, then enter one of these codes (For best results, enter the Unlimited Ammo code after the Every Weapon code).*
Every Weapon: Square, Square, Circle, Circle, L1, L1.
Unlimited Ammo: L1, L1, R1, R1, Circle, Circle.
Invincibility: Triangle, Triangle, Circle, Circle, L1, L2.
Automatic Weapon Reload: Square, Square, Triangle, Triangle, Circle, Circle.
Super Slow Rockets: L1, R1, R1, L1, Triangle, Square.
Slow Motion Movement: Triangle, L1, Triangle, L1, Triangle, L1.

Fear Effect

Press Start on the title screen, then go to the "Options" screen. From there, access the "Credits" option. On the "Credits" screen, enter any of the codes shown below. You will see the screen flash and hear a gunshot if entered correctly.
999 Ammunition: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Left, Triangle.
Unlimited Health: L1, Triangle, Up, Down, Circle, Circle, Triangle, Square, Right, Square.
One-Hit Kills with Firearms: L1, Triangle, Up. Down, Circle, Circle, Triangle, Square, Down, R1.
Suicide Mode (NPCs are stronger): Down, Down, Down, Triangle, Down, Down, Down, Square, Left, Right.

FIFA 2000

Hidden Super Teams: After choosing a mode of play, go to the team select screen and cycle through the categories until you see "Rest of the World." Now move down to the teams and cycle through until you see four EA teams (EA1 through EA4). These special Electronic Arts teams have very high attributes. For a perfect

The Stone Glyph



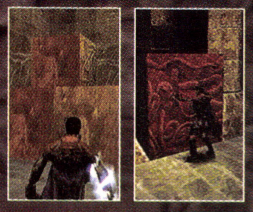
■ **Where to find it:** Look for the entrance to Nupraptor's Fortress (where the Stone Glyph resides) in the pool of water in Melchiah's area. It's the one with the lone stone Pillar in the middle.



■ **Nupraptor's keep:** Climb a nearby cliff, and glide through the skull's left eye. Inside, make your way to the top by climbing up the rafters. Switch Realms to make them move.



■ **Reaching the Glyph:** Once you are at the top of the Keep, glide to the cliff on the left. Follow it to a cave that contains a giant statue. Along the sides of the room are some suspicious notches.



■ **Complicated block puzzle:** You must complete the hieroglyph patterns on the wall using the nearby blocks. You must stack the blocks to get at the ones that are found really high up.

The Water Glyph



■ **Where to find it:** Underneath the bridge in the main city area, there is a gate you must destroy with the telekinetic blast. Swim up the tubeworks to find an alcove with a statue.



■ **What to do at the statue:** OK, so you're standing in front of the statue and nothing is happening. Well, look to the right in the back of the room. You will find a door to go through.



■ **Blocking the drain:** In the back room, there is a block you can pull out of the wall. Shove the block down the canal and drop it to the lower room. Place the block on the drain.



■ **The Water Glyph received:** With the drain blocked, the room will fill with water. The statue will grant you the Water Glyph for your actions.

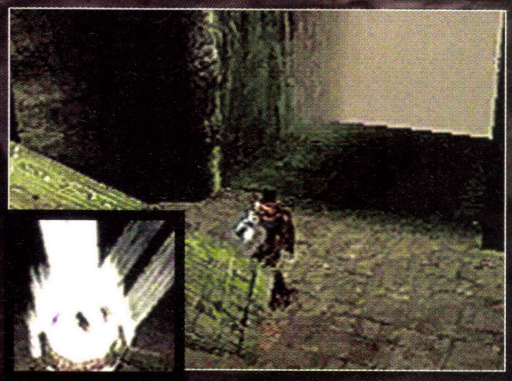
The Force Glyph



■ **Where to go:** Head to the pool of water in Melchiah's territory just past the lake. Dive in the water and look for a cave on the right-hand side. This will take you to a hidden alcove.



■ **The three towers:** You will come to a room with three towers and a skull-like carving in the wall. The secret here is to push the towers down. After all three fall you will get the Glyph.



WHO WANTS TO BE A MILLIONAIRE

REPLACEMENT NAMES

Go to the "Enter Your Name" screen. If you enter REGIS PHILBIN as your name, Regis will say something and deny you use of that name. He will then replace it with another name such as DREAMER, FIBBER, or SMARTY PANTS. If you choose not to enter a name, you will be given a name like EINSTEIN, KATHIE LEE, GELMAN, or CODY. Entering the name, DAN BLONSKY (one of the millionaire winners), will get you the replacement name, PHONY.

CHEATING YOUR WAY TO THE MILLION

Ingredients: *One Pause button, one Internet hookup, one keyboard*

1. Old-Fashioned Search Engines

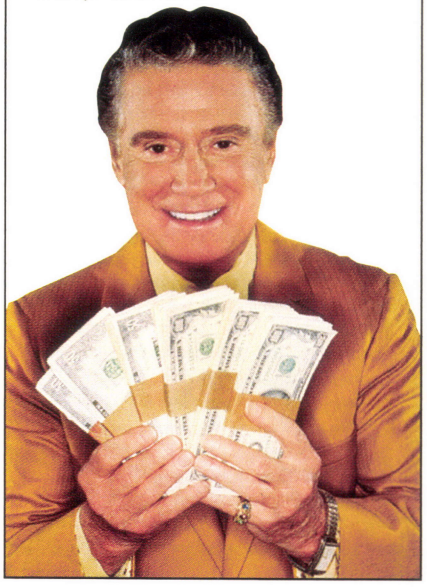
First things first: Go to basic search engines and type in the main topic of your question. For instance, if you're trying to figure out what the three branches of the U.S. government are, just type in "U.S. government" and hit "search" to get a link to find the answer. Try these search engines for the good news: *www.northernlight.com, www.yahoo.com, www.askjeeves.com*

2. New-Fangled Encyclopedias

If the search engines come up empty, narrow your searching horizons to encyclopedias. Remember back when encyclopedias unlocked the secrets to life in only 17 volumes? No more stacks of books to find your answers! Try these, typing in the main topic: *www.britannica.com, www.encarta. com, www.worldbook.com*

3. The Rules of Specificity

If you've got something obscure that escapes any other stretch of reason, try typing in the topic followed by ".com"— you might luck into something. For instance, if you're trying to figure out which brother left *My Three Sons* early, type in *www.mythreesons.com*



team, scroll through until you reach a team called Special Guests. This incredible team has full attributes.

Grand Theft Auto 2

From the main menu, access "Play" and then "Player Name." Enter the name of your player as one of these codes for the results shown.

No Police: LOSEFEDS
10,000,000 Points: BIGSCORE
Multiplier x5: HIGHFIVE
All Weapons: NAVARONE
Unlimited Energy: LIVELONG
Most Wanted: DESIRES (Your "wanted" level is maxed out. Everyone will be after you.)
Level Select: When asked to enter your player's name, put in ITSALLUP on the entry screen. Now you can choose your level!

Knockout Kings 2000

Pulsating Heads: Go into Career Mode and create a new boxer. When asked to enter your name, put in THROB and then select your Gym. You will see the boxer's head shrink and grow repeatedly.
Unlock Mills Lane: Go into Exhibition and fight a match in any weight class. During the fight, you must be disqualified by giving your opponent a kick to the stomach three times. Do this by pressing Triangle+Square+Circle+X simultaneously. Once the match is called, you will be taken back to the "Exhibition" screen. Choose the Middleweight class and scroll over until you see Mills Lane with boxing gloves!

(cont. on page 112)

TRIPLE PLAY 2001

UNLOCKING THE HIDDEN LEGENDS

Hank Aaron –Two HR over 500 ft. from same player in same game (any team) OR hit 50 HR in one season with an Atlanta Brave *(Season Mode only)*

Babe Ruth – Hit a HR with the pitcher *(any team)* OR Win the World Series with Boston *(break the "curse of the bambino")*

Willie Mays –Four diving putouts *(catches/over the wall climbs/dive and throw out runner)* in a game *(any team)* OR collect a HR, a SB, and make a diving putout with the same player in any post-season game *(Season Mode only)*

Frank Robinson –Lead-off the game with back-to-back HRs *(any team)* OR Player from user team wins National League Triple Crown *(Season)*

Harmon Killebrew –Three HR over 500 ft. from any players in same game OR win the World Series with the Minnesota Twins *(Season Mode only)*

Reggie Jackson –Hit 10 HR as a team in a game *(any mode)* or hit three HR with the same player in any World Series game *(Season Mode only)*

Mike Schmidt – Four HR from same player in same game *(any team)* OR win the World Series with the Philadelphia Phillies *(Season Mode only)*

Mickey Mantle – Hit a home run longer than 565 feet *(any team)* OR have a player from a user team win an American League Triple Crown *(Season Mode only)*

Jimmie Foxx – Eight RBI's from same player in same game *(any team)* OR collect 175 or more RBI's in a season with the same player *(Season Mode only)*

Willie McCovey – Hit back-to-back-to back home runs in a game *(any team)* OR win the World Series with the San Francisco Giants *(Season Mode only)*

Ted Williams –Collect six hits with the same player in a game *(any team)* OR have a player hit .400 in an entire Season

Eddie Mathews –One triple play *(any team)* OR win the home run crown with a Milwaukee Brewer *(Season Mode only)*

Ernie Banks –Six double plays *(any team)* OR win the World Series with the Chicago Cubs *(Season Mode only)*

Mel Ott – Hit a home run with someone who is 5'7 or less *(any team, including created players)* OR hit a grand slam home run in any post-season game *(Season Mode only)*

Eddie Murray –Hit a home run from both sides of the plate in a game with same player *(any team)* OR win the World Series with the Baltimore Orioles *(Season Mode only)*

Lou Gehrig - Have a user-controlled player hit for the cycle in a game *(any mode)* OR win 117 or more games with a user-controlled team in a season *(Season Mode only)*

Jackie Robinson –Steal four bases with the same player *(any mode)* OR steal home in any post-season game *(Season Mode only)*

Ty Cobb – Steal home two times in same game *(any team)* OR win the World Series with the Detroit Tigers *(Season Mode only)*

Satchel Paige –Strike out five consecutive batters with the same pitcher in a game *(any mode)* OR strike out 150 or more batters with the same pitcher in a season *(Season Mode only)*

Cy Young – Pitch a complete game shutout *(minimum five innings – any team)* OR win 25 or more games with the same pitcher in a season *(Season Mode only)*

THE LEGEND OF DRAGOON™

VARIOUS GAME ACTIONS

I Exclamation Points

Exclamation Points signify that you need to perform an action in order to progress. Actions can be jumping, climbing or others.

II Icon Colors

While in locations, Yellow Icons represent Inns or Clinics, Blue Icons represent Shops and Green Icons represent normal entrances. The Icon above your character will alternate among Blue, Yellow and Red, depending on how close to an enemy encounter you are (Blue means you are safe and Red means you are close to danger).

III Defending

When you choose to Defend during a battle, you cut the damage you would have received in half, regain 10 percent of your total HP and are unable to be hit by attacks that can change your status (such as poison, stun, petrify, etc.)

IV Additions

Additions raise a level every 20 times you correctly perform them. The maximum level for each Addition is 5. To complete an Addition, you must press the X button at the correct time during your character's attack. Different Additions consist of varying amounts of strikes, therefore the number and timing of the button presses will vary as well. From time to time during an Addition, the enemy will attempt to counter you. When this occurs, you need to press the Circle button instead of the X button in order to continue on with the Addition. Failure to do this will result in the Addition being broken and your character being repelled by an attack from the opponent.

New Additions are given as your characters achieve set levels. Once all the normal Additions for each character reach Level 5, that character will receive a final special Addition that's far stronger than those in their standard set.

As a side note, the Accessory for sale in Lohan, the Ultimate Wargod, will enable the character wearing it to complete any Addition in its entirety without any button presses by the player. On top of that, it also counts toward building the Addition's level, as well as giving full SP accumulation and damage rates.

V Attack Magic

Using the opposite element against a

ATTACK MAGIC ITEMS

(A multiplying item used in battle does varying amounts of damage based upon how many times you press the X button after it has been cast.)

Burn Out	Fire-based individual attack (multi)	**Trans Light**	Light-based individual attack (multi)
Gushing Magma	Fire-based attack for all (multi)	**Dancing Ray**	Light-based attack for all (multi)
Burning Wave	Fire-based powerful attack for all	**Spectral Flash**	Light-based powerful attack for all
Spear Frost	Water-based individual attack (multi)	**Dark Mist**	Darkness-based individual attack (multi)
Fatal Blizzard	Water-based attack for all (multi)	**Black Rain**	Darkness-based attack for all (multi)
Frozen Jet	Water-based powerful attack for all	**Night Raid**	Darkness-based powerful attack for all
Spinning Gale	Wind-based individual attack (multi)	**Spark Net**	Thunder-based individual attack (multi)
Rave Twister	Wind-based attack for all (multi)	**Thunderbolt**	Thunder-based attack for all (multi)
Down Burst	Wind-based powerful attack for all	**Flash Hail**	Thunder-based powerful attack for all
Pellet	Earth-based individual attack (multi)	**Detonate Rock**	Detonates and attacks all
Meteor Fall	Earth-based attack for all (multi)	**Psychedelic Bomb X**	Unbased attack for all (multi/repeat)
Gravity Grabber	Earth-based powerful attack for all		

(cont. from page 111)

Marvel vs. Capcom

Hidden "EX" Option: Press Start at the title screen. When the main menu appears, highlight "Option," press and hold Select, and then press Start. The "EX" option will appear and you'll be able to choose your vitality, recovery speed, a full hyper combo gauge, and more!

Mission: Impossible

From the main menu, choose the "Load Game" option. Then pick "Password." Now enter one of these codes as shown. Don't worry about the "Bad Password" warning. The codes will still work.

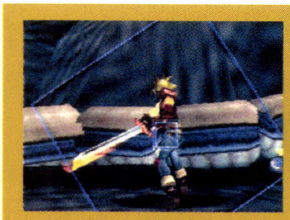
Turbo Ethan: GOOUTTAMYWAY
Stiff as a Board: SCAREDSTIFFF
Longer Jumps: BIONICJUMPER
Slow Motion Mode: IMTIREDTODAY
See FMVs: SEECOOLMOVIE
Developer's Message: TTOPFSECRETT

MLB 2000

Heavy Hitter: Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 606-foot home run every time.

NASCAR Rumble

Tracks and Pro Drivers: From the main menu screen, choose "Game Options." Access Load and Save and move Left for the "Password" option. On the password screen, enter C9P5AU8NAA. All drivers under the pro level will be open and all the tracks will be available, including the bonus.



A correctly timed button press allows you to continue on with your attack.



Your defensive power increases greatly while you're in Dragoon form.



When your Dragoon Level reaches Level 5, you receive Dragon summon magic.

foe doubles the damage you can inflict. Using the same element, on the other hand, cuts the damage inflicted in half.

The opposites are: ←→

- Fire ..... Water
- Wind ..... Earth
- Light ..... Darkness
- Thunder ..... NA No Opposite
- Non-Elemental NA No Opp.

VI Experience

When gaining experience after a battle, all current party members who participated in the battle will divide the experience equally. For example, if you were to earn 300 experience from a battle in which you had three party members, then each would receive 100 experience. Those party members not participating in the battle will earn half as much as those who did participate.

VII Becoming a Dragoon

Use your Additions to build your Spirit Points. When your Spirit Points reach 100, you may change into your Dragoon form. The maximum amount of turns you are able to stay in Dragoon form is equal to the level that particular Dragoon is at (provided you have accumulated 100 SP per number of turns). Dragoon levels raise through Spirit Point accumulation.

In addition to having stronger attack and defense capabilities, a character effected by an abnormal status will be cured upon transforming into a Dragoon.

VIII Dragoon Additions

To perform an Addition in Dragoon form, you'll need to time your button presses so they coincide with the dial revolving inside the Spirit Meter. Tap the button when the dial reaches the top—doing so allows the dial to continue on to the next level, which lets you gain up to four strikes against the opponent. If you perfect your timing on the button presses, you'll have a much more devastating attack added to the final strike.

IX Dragoon Magics

Dragoon Magics are basically the game's spells. To cast them, you'll need to be in Dragoon form and you must possess the required amount of MP (Magic Points).

X Dragoon Special

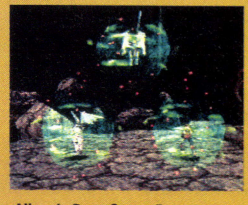
Once all three members of your party can transform into Dragoons and have full Spirit Point meters, the "Special" option will appear at the end of your battle option icons. When chosen, this option will allow you to turn all three party members into Dragoons at one time. It will also grant the character who activated the Special automatic "Perfects" when performing Dragoon Additions.

XI Miscellaneous Notes

An unconscious character will regain consciousness after being struck with a subsequent non-stunning attack. An enemy who is near death (indicated by a Red Icon) will most likely cast magic as its attack.



Rose, a mysterious warrior with a troubled past, has the ability to control the darkness.



Albert's Rose Storm Dragoon Magic helps you survive some of the nastier bosses.

MORE ITEMS

Status Altering

- **Midnight Terror** Frightens minor enemies
- **Panic Bell** Confuses minor enemies
- **Poison Needle** Poisons minor enemies
- **Stunning Hammer** Stuns minor enemies

Replenishing

- **Healing Potion** Recovers half of maximum HP
- **Healing Breeze** Recovers half of max. HP for all
- **Healing Fog** Completely recovers HP
- **Healing Rain** Completely recovers HP for all
- **Angel's Prayer** Revives and recovers half of maximum HP
- **Sun Rhapsody** Completely recovers MP
- **Moon Serenade** Completely recovers MP for all
- **Spirit Potion** Recovers 100 points of SP during combat
- **Mind Purifier** Dissolves Fear, Bewitchment, Confusion, Dispirit
- **Body Purifier** Nullifies Poison, Stunning, Arm Blocking
- **Depetrifier** Dissolves Petrification

Ability Altering

- **Material Shield** Nullifies physical attack for three turns (repeat)
- **Magic Shield** Nullifies magical attack for three turns (repeat)
- **Power Up** Strength increases for three turns (repeat)
- **Speed Down** Reduces agility 50% for three turns (repeat)
- **Speed Up** Doubles agility for three turns (repeat)

Miscellaneous Bags

- **Attack Ball** Generates one of the Attack Magic Items
- **Magic Stone of Signet** Blocks enemy's move for 3 turns (repeat)
- **Recovery Ball** Generates a Replenishing Item
- **Sachet** Gives subtle good aroma
- **Smoke Ball** 100% escape from minor enemy (repeat)
- **Total Vanishing** Destroys minor enemies

Dragoon Levels:

The following are the Spirit Points needed to achieve the subsequent Dragoon levels:

	Lv.1	Lv.2	Lv.3	Lv.4	Lv.5
Dart	100	1,200	6,000	12,000	20,000
Lavitz	100	1,000	6,000	12,000	20,000
Shana	100	1,000	6,000	12,000	20,000
Rose	100	1,200	6,000	12,000	20,000
Haschel	100	1,000	6,000	12,000	20,000
Albert	100	1,000	6,000	12,000	20,000
Meru	100	2,000	6,000	12,000	20,000
Kongol	100	2,000	6,000	12,000	20,000
Miranda	100	1,000	6,000	12,000	20,000

NFL GameDay 2000

Enter the options screen and choose the "Easter Eggs" selection. Then, enter one of the following codes to activate the corresponding cheat function.

Receivers Catch Better: GLOVES
Super Speed Bursts: JUICE
Super Stiff Arm: PISTON
All Players Have Equal Abilities: EVEN TEAMS
No Penalties for Home Team: HOME COOKING
Running Back Is Juiced: DAVIS
Hidden Difficulty Level: GD CHALLENGE
Large Players: GOLIATH
Tall and Thin Players: PENCILS
Tiny Players: FLEA CIRCUS

O.D.T.

Press START to pause the game in the middle of play and enter these codes for the results shown.

Fill Health: Left, Right, Left, Right, Square.
Fill Mana: Left, Right, Left, Right, Circle.
Fill Ammo: Left, Right, Up, Down, Circle, Square.
Power-Up Weapons: R1, L1, R2, L2, Left, Right, Up, Down.
Raise Abilities: Square, Circle, Triangle, Select, Left.
Fill Experience: Circle, Square, L1, L2, R1, Select.
Turn Off Monster Energy: Triangle, Square, Circle, Triangle, Circle.
50 Lives: Triangle, Up, Circle, Right, Select, Square.
Raise Level for Each Spell: Down, Triangle, Select, L1, R1, Select.

R/C Stunt Copter

On the title screen or the main menu, enter one of these codes to unlock many cool cheats. A voice say, "Cheaters never prosper" once the trick is entered correctly.

All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle.
Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.
All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.

Rainbow Six

Press START to pause the game in the middle of play. Then hold the L1

(cont. on page 114)

MEDAL OF HONOR

Each of these codes will make the Enigma flash green to confirm correct entry.

Captain Dye Mode: Go to the Enigma machine before starting a new game. Enter CAPTAINDYE into the machine. While this mode is turned on, your amount of health is consistent in all levels within a mission. If you finish the game in this mode, you will unlock all the hidden multiplayer characters by winning the game's secret commendation!

Nifty Multiplayer Power-ups: Go to the Enigma machine before starting a new game. Enter DENNIS-MODE to turn on "Nifty Multiplayer Powerups." Using this code adds an entirely new dimension to the multiplayer game!

American Movie Mode: Go to the Enigma machine before starting a new game. Enter SPRECHEN to turn on American Movie Mode. With this code, the Germans will speak to you in English (much like a terrible American movie).

Unlock Col Müller: Go to the Enigma machine before starting a new game. Enter BIGFATMAN. This unlocks the sinister Col Müller in Multiplayer Mode.

From the options, choose "Password" and enter any of these codes into the Enigma Machine.

Unlimited Ammo: BADCOPSHOW
4x Firing Rate: ICOSIDODEC
Reflecting Shots: GOBLUE
Unlock William Shakespeare in Multiplayer: PAYBACK
Unlock Winston Churchill in Multiplayer: FINESTHOUR
Unlock the Raptor in Multiplayer: SSPIELBERG

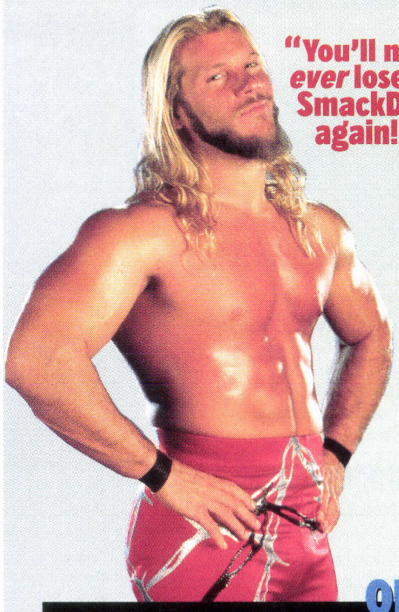
From the options screen, choose "Password," then enter any of these codes into the Enigma Machine (These codes work in Multiplayer Mode.)

Codes for Multiplayer Mode:
Unlock Wolfgang: HOODUP
Unlock Bismarck: WOOFWOOF
Unlock Otto: HERRZOMBIE
Unlock Noah: BEACHBALL
Unlock Von Braun: ROCKETMAN

Codes Unlocked on the Gallery Screen:
Unlock the Making of Level 1 (History): INVASION
Unlock the Making of Level 2 (History): BIGGRETA
Unlock the Making of Level 3 (History): DASBOOT
Unlock the Making of Level 4 (History): STUKA
Unlock the Making of Level 5 (History): KOMET
Unlock the Making of Level 6 and 7 (History): TWOSIXTWO
Unlock the Making of Level 8 (History): VICTORYDAY
Pictures of the Development Team: DWIMOHTEAM
Secret Photo Gallery of Staff: DWIGALLERY
L. Henson Picture: COOLCHICK
A. Jones Picture: AJRULES

Mission Log Codes: *For the next two codes, load a saved game, enter the password, then highlight Mission Log and go to any previous stages. Turn on the options in the "Secret Codes" screen.*
Audie Murphy Mode (Invincibility): MOSTMEDALS
Wire Frames: TRACERON

Cheaters Never Prosper: *Enter these codes on either the title screen or the main menu. You will hear a voice say, "Cheaters never prosper" once the trick is entered correctly.*
All Levels Open: Down, Up, Right, Left, Triangle, X, Square, Circle.
Mega Points: L2, R2, L1, R1, Triangle, Circle, X, Square.
All the Gold Medals: Down, Up, Left, Right, Triangle, X, Square, Circle.



WWF SMACK! DOWN!™

Do You Like Pancakes?

Watching The Rock do the Samoan Drop 10 or 11 times straight is just about as exciting as watching reruns of *Lassie*. Consider that fine point when you're battling against a bruising opponent. Getting the audience to appreciate you is important, and no one cares for a one-move wonder.

Oh, You Didn't Know?

One, Two . . . Is This On?

You've got plenty of moves, but you've also got the ability to kick and punch. As remedial as that may sound, it's good practice to mix up moves with an ol'-fashioned fist to the face or boot to the crotch. You'll also throw off your opponents' timing if they don't know exactly what's coming next. With that in mind, get used to using the Irish Whip to fling your opponents off the ropes. This gives you a couple different move options, plus it's fun. And you can always scurry to the top rope to hand out an extra-special elbow to the throat.

Pimpin' Ain't Easy

Although it's not easy to reverse things, it can be done with good timing. You can reverse punches (by blocking them), you can shrug off grappling moves, you can stop ground attacks (a quick boot to the face will stop anyone), and you can sometimes stop turnbuckle attacks (by flinging your opponent into the corner for some punishment). Don't lose patience when you can't reverse a suplex, though; it's simply not going to happen. But on the attacks listed above, there's a very sharp window you can work in to save yourself from a bludgeoning.

Finishing What You Start

The most exciting part of wrestling is seeing a trademark move, and it's no different in SmackDown!. If you're playing in season mode, you'll have to wrestle until your red meter is fully juiced up to be rewarded with a green dot (a finishing move). After that, you can pick up an opponent from the canvas, and, if he's got a little wiggle in his knees, you can finish him off. Lots of times you'll get an instant KO, but sometimes you'll have to actually pin after the smack has been laid down. Pinning or not, it's the way to lift the crowd (and yourself) to its feet.

Pre-Season Mania

If you happened to have enough time on your hands and complete the following number of pre-seasons, you'll be rewarded with what's listed below. As grueling as ten pre-seasons could be, remember: Patience pays off.

1: Wealth
2: European Title and Ability
3: Women's Title and Ability
4: Tournament and Ability
5: Hardcore Title and Ability
6: IC Title and Ability
7: Tag Title and Ability
8: Title Match and Ability
9: Nothing
10: Pre-season Skip

Hidden Jabronis

As you play through an entire season in SmackDown! (after the Wrestlemania dust has settled), you'll either unlock secret characters or get extra attribute points for your created wrestler. Here's a list of what you'll unlock each year.

1st year: Ivory
2nd year: Prince Albert
3rd year: Jaqueline
4th year: Viscera
5th year: 80 points for created wrestlers
6th year: Mideon
7th year: Gerald Brisco
8th year: Pat Patterson
9th year: 90 points for created wrestlers

(cont. from page 113)

button and press the following buttons to activate the codes shown below.

All Doors Unlocked: Triangle, Square, Square, Triangle, X, Circle, Square, Triangle.
Invincible Hostages: Circle, Circle, Square, Triangle, X, Triangle, X, Circle.
Reload Ammunition: Square, Square, Circle, Triangle, X, Triangle, X, Triangle.
Terrorists Removed: Triangle, Circle, Circle, Triangle, Square, X, Triangle, Circle.
Remove All Operatives: Triangle, Triangle, X, Circle, Circle, X, Square, Square.

Speed Punks

Boost Start: This trick will give you a boost ahead of the other cars when you begin a race. At the start of a race when the lights start to count down, wait until the third red light beeps and then immediately hold the X button. For best results, try holding the X button about halfway in between the third and fourth light.

Spyro the Dragon

99 Lives: In the middle of the game, press the Select button and then press Square, Square, Square, Square, Square, Circle, Up, Circle, Left, Circle, Right, Circle, Start. Your life counter will increase to 99!

Spyro 2: Ripto's Rage

In the middle of the game, press Start to pause. Now enter any of these button codes for these results. You will hear a sound to confirm that you entered the code

Winning Lines

What makes WWF SmackDown great is the laundry list of different matches you'll engage in over the course of a season.

1 Tag Match

Pretty basic stuff. Beat up the other guy and pin him—just be sure to remember to tag in your partner. Don't think you can go it alone. We know it's not fun to try reaching over the ropes to wreak havoc, but it makes for more fun when you get back in the ring. Also, when you're ready to try to pin, try to do it near your corner. That way your mate won't let your opponent interrupt.

2 Battle Royal



In this festival of fighting you'll have to eliminate three opponents by pinning them. It's a last man standing affair, so there are two things you need to do: survive, and pin the last guy. The best thing to do is to stay out of the eye of the fight and only jump in when you can really work someone over. Jumping to the outside for space reasons isn't a bad idea either.

3 Handicap Match

With these matches there is one major consideration: get used to changing your focus. With two or three guys bearing down on you, timing is the key to survival. Use a lot of ready moves on your first challenger to get him down, then go to the punches and kicks. Try to let the different guys beat up on you so they don't build up energy for a finisher. Try to attack the same guy as much as you can so that when you get a chance for a finisher you can knock him out and be done with him. This is one of the toughest challenges.

4 Hard Core

The key to this match is knowing when too much is enough. There are plenty of opportunities for you to crack some guy over the head with a steel chair and chop him down like a tree, but there comes a time when you'll need to just wrestle. Use grapple moves when you're being charged at with a weapon. A quick suplex, DDT, or even something as simple as a snapmare will disarm your opponent and put you in control.

5 Cage Match

Inside the gruesome cage you'll have only one way to win: get out. CPU opponents will make a beeline to the outside on the first chance they get, so be ready to knock them off using the Circle button. It takes 12 seconds from start to finish once you've gripped the cage walls. No matter what condition you're in, you'll still go the same speed. Take a couple shots at the outside, but be prepared for a longer match. Sometimes patience is best.



6 Special Referee

Special Referee matches are pretty much up for grabs. If you're locked into a season and the guest ref has it in for you, forget about it. If he's on your side, however, that's a big bonus. Special Referee matches can be one of the best aspects of the game, and there are even some strategies to help win. First, try pinning early. You never know when you might get a quick count, and it will also give you a sense if you're going to get a slow count. Secondly, don't ever hit the ref unless he hits you first. If he attacks you, then you're probably going to get cheated anyway, so you might as well knock some heads in the process. Also, notice if your opponent takes out any aggression on the referee. If he does, go for the pin soon after that. Final advice: If you're the special referee, take some free shots. Why not?

7 Royal Rumble



This impossible event will frustrate you to no end. Trust us. Try running away and staying out of the eye of the action. Remember to kick at opponents you've just thrown out of the ring in case they hold on, and be ready for Irish Whip reversals to ruin your fun.

8 Survival Match

Rather than having to battle through a 3- or 4-Way Dance, only one competitor has to be knocked out or pinned for a winner to be declared. One of the best things to do is to save up your finishing moves until your opponents are weak. Once they're less than conscious, throw a finisher on them and hope it will knock them out. Otherwise, be sure to keep your eye on how everyone else is doing. If you don't pay attention, someone else might get pinned and you'll be out a win.

9 I Quit

This is one of the cooler matches included in the game. Just because it's an "I Quit" match, though, doesn't mean a submission move can finish it. While battling, find the microphone. It could be in the ring, right outside the ring, or in an altogether different part of the arena. Use the Irish Whip to fling players into the arena you're battling in if the mic isn't located around the ring. Once you've thrown a good trouncing on your enemy, grab the microphone (using R1) and use the command to pin him (Down and Circle). You'll mount up and hold the microphone to his mouth. If he's taken enough punishment, he'll give up. If he hasn't, then it's time to throw him around some more.

Create-a-Wrestler Special Moves

Speedy

Level 4
- ❑ X-Factor
- ❑ Sky High
- ❑ Northern Lights Suplex
- ❑ Downward Spiral
- ❑ Hurricanrana
- ❑ Electric Chair Drop
- ❑ Jump Swinging DDT
- ❑ Twisting Knee Drop
- ❑ Dragon Suplex Pin
- ❑ Impaler
- ❑ Michinoku Driver

Level 5
- ❑ Tiger Suplex Pin
- ❑ Senton Bomb
- ❑ Spinning Back Drop
- ❑ The People's Elbow

Roughneck

Level 4
- ❑ Double Arm DDT
- ❑ Knee Strike

Level 5
- ❑ Mandible Claw
- ❑ Low Blow

Technical

Level 4
- ❑ Sambo Suplex
- ❑ Octopus Stretch
- ❑ Dragon Attack
- ❑ Rolling Leg Lock
- ❑ Double Arm
- ❑ Backbreaker
- ❑ Snowplow
- ❑ Diving Moonsault
- ❑ The 450

Level 5
- ❑ Fame Asser
- ❑ Pedigree
- ❑ Shamrock
- ❑ Anklelock
- ❑ The Rock Bottom
- ❑ The 'Lo Down
- ❑ Flipping Armbar
- ❑ The Money Shot

Powerful

Level 4
- ❑ Dominator
- ❑ Sidewalk Slam
- ❑ Whirl Sideslam
- ❑ Choke Toss
- ❑ Jacknife Powerbomb
- ❑ Pumphandle Slam
- ❑ Running Powerbomb
- ❑ Stunner
- ❑ Pimpdrop
- ❑ Body Press Drop
- ❑ Body Press Drop FW
- ❑ Double Powerbomb
- ❑ Torture Rack
- ❑ Body Press Slam
- ❑ Falling Powerslam
- ❑ Inverted DDT
- ❑ Bearhug Front Slam
- ❑ Diving Powerbomb
- ❑ Test Neckbreaker

Level 5
- ❑ Show Stopper
- ❑ Stone Cold Stunner
- ❑ Tombstone Piledriver
- ❑ Strong Lariat Chokeslam
- ❑ Full Nelson Slam

correctly.
Big Head: Up, Up, Up, Up, R1, R1, R1, R1, Circle.
PaRappa (Flat) Mode: Left, Right, Left, Right, L2, R2, L2, R2, Square.
All Abilities: Circle, Circle, Circle, Circle, Square.

Star Wars: Ep. 1 - The Phantom Menace

Test Droid Debug Cheat: Go to the main menu screen and move down to the "Options." Make sure you don't choose it, and press Triangle, Circle, Left, L1, R2, Square, Circle, Left. You will hear a confirmation sound. Now press and hold L1+Select+ Triangle at the same time and the screen will change to a "Test Droid" menu that allows you to choose your starting level, play sound effects, choose invincibility, and play any movie in the game.

Street Fighter Alpha 3

Battle Shin Akuma: You must first open up Final Battle Mode by beating the game on difficulty 7 or 8. Once you do this, select Final Battle Mode from the main menu screen. On the character select screen, press and hold L1+L2 and choose your fighter. Hold it until the "VS." screen appears. You will then see Shin Akuma. Now your Final Battle fight will be with Shin Akuma instead of M. Bison!

Street Sk8er 2

On the title screen where "Press Start Button" is flashing, enter any one of these codes for the results shown. You will hear a click noise if the code was entered correctly.
Every Skater: Left, Left, Circle, Circle, L2, Square, Right, R2.
Every Course Open: Left, Right, Left, Right, Circle, Circle, R1, Square.
Every Board: Circle, Circle, Square, Circle, Square, Square, Circle, R1.

Syphon Filter 2

Level Skip: Pause the game in the middle of play. On the "Pause" screen, highlight Map and press and hold these buttons in this order: Right+L2+R2+Circle+Square. With these held, press X. You'll hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to end your current level and go to the next one.

(cont. on page 116)

CRASH TEAM RACING

On the main menu screen, hold L1+R1 and press the following button combinations to get the results as shown. You will hear a noise when entered correctly.

Unlock Komodo Joe: Press Down, Circle, Left, Left, Triangle, Right, Down. You can play as Komodo Joe in any mode except Adventure.

Unlock Papu Papu: Press Left, Triangle, Right, Down, Right, Circle, Left, Left, Down. You can play as Papu Papu in any mode except Adventure.

Unlock Pinstripe: Press Left, Right, Triangle, Down, Right, Down. You can play as Pinstripe in any mode except Adventure.

More Tracks: Right, Right, Left, Triangle, Right, Down, Down.

Invisible Racer (only wheels): Up, Up, Down, Right, Right, Up.

Super Turbo Pads: Triangle, Right, Right, Circle, Left.

Scrapbook Option: Up, Up, Down, Right, Right, Left, Right, Triangle, Right.

After entering one of these next tricks, you will have to reset the game to get a different unlimited object.

Unlimited Wumpa Fruit: Down, Right, Right, Down, Down.

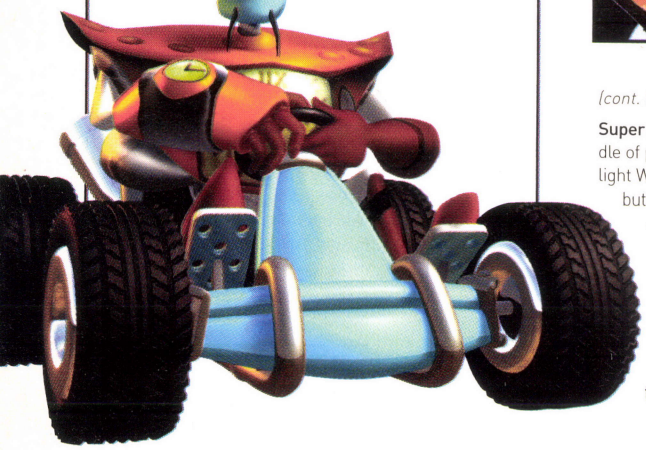
Unlimited Bombs: Triangle, Right, Down, Right, Up, Triangle, Left.

Unlimited Masks: Left, Triangle, Right, Left, Circle, Right, Down, Down.

Unlock a New Racer: On the main menu screen, press and hold L1+R1 simultaneously. With these held, press Down, Right, Triangle, Down, Left, Triangle, Up. You will hear a ringing sound to confirm that you entered the code correctly. Now choose either "Time Trial," "Arcade," "VS.," or "Battle." On the player selection screen, you will see a new character at the bottom called "Penta Penguin." Now this character is ready to race in any of the modes except Adventure Mode.

Ripper Roo: Right, Circle, Circle, Down, Up, Down, Right.

N. Trophy: Down, Left, Right, Up, Down, Right, Right.



STREET FIGHTER EX2 PLUS

THE GAME ENGINE

BASICS: Street Fighter EX2 Plus plays like a strange mix of classic Street Fighter 2 and the Alpha games. There's no air-blocking, but there are plenty of big Combos, Supers, and Juggles. One thing that will definitely throw you off if you're used to other recent SF games is the timing. You can pull off Normal Combos very slowly and still have them connect, while Excels have to be done very quickly. Most importantly, the time it takes to come out of Block Stun or get up off the ground is extremely long. You'll need to adjust your timing for doing wake-up attacks or reversals. It definitely takes some getting used to.

SUPERS: For the most part, the Supers are like those in Alpha 2. You can store three Supers at a time, though there is only one level per Super. Supers generally have high priority and will beat other attacks. Thus, an effective technique is the aptly named "Scrub Trick." Jump in on your foe and attack early so your attack misses (you want this). When you land, use a Super. The common reaction is to try to throw you when you land. If your opponents try something, they'll eat the Super. Each character also has at least one Meteor Combo, which is just a level three-only Super. By itself, it does massive damage. It does less damage in a Combo, so use it alone unless you're trying to showcase.

SUPER CANCELS: You can Cancel almost any Special move into just about any Super. To do so, just perform the Super command after landing the Special move. It is also possible to Cancel one Super into another—just perform the second Super command sometime while the first Super is hitting. You'll want to avoid this kind of Super Canceling, though, because it wastes energy. If your favorite character has a good Super Cancel, on the other hand, by all means, use it.

GUARD BREAKS: To use a Guard Break, press any Punch and Kick of the same strength together. This slow attack takes one Super Bar and cannot be Guarded. Guard Breaks leave your foes open to attack if they hit them on the ground; if you hit someone who's airborne, they'll float for your juggling pleasure.

New to SF EX2+ are Cancel Breaks. Cancel Breaks work like Super Cancels—use a Guard Break while attacking with a Special move or Super and you'll Cancel the attack into the Guard Break. This can be very useful if your Super was guarded and you'll be open to attack when it ends.

EXCELS: Also new to SF EX2+ are Excels. A strange marriage of Alpha 2's Custom Combos and Alpha 3's Variable Combos, Excels take one Super Bar and are activated by pressing any Punch and Kick of differing strengths. The Excel only lasts a short time, but while active, you can chain almost any normal or Special attack into itself or any other attack—plus you'll be free to move and Jump as you please. Although getting hit doesn't cancel the effect, it's likely to use up your remaining time. You can't perform Supers during an Excel, but you can Combo into one from the last hit.

(cont. from page 115)

Super Agent: Pause the game in the middle of play. On the "Pause" screen, highlight Weaponry and press and hold these buttons in this order: L2+Select+Circle +Square. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll find an option to turn Super Agent on or off.

Movie Theater: Pause the game in the middle of play. On the "Pause" screen, highlight Briefing and press and hold these buttons in this order: Right+L1+R2+Circle. With these held, press X. You will hear a sound when entered correctly. Now go to the "Options" screen and enter the "Cheats" option. You'll see an option for movies on disc one or two. Move Gabriel up to the movie screen and press Triangle to watch a movie.

Tarzan

Level Select and Cheat Menu: *On the main menu screen, quickly put in these button combinations for the following tricks.*

Level Select: Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down. Now move down past the "Load Game" option and "Cheats" will appear. Select this option to have access to the game levels. Press Right to get the bonus levels.

In-Game Cheat Menu: After entering the "Cheats" on the main menu screen, press L1, R1, L1, R1, L1, R1, L1, R1, L2, R2. Next, pick a level and enter it. Now press Start to

(cont. on page 118)

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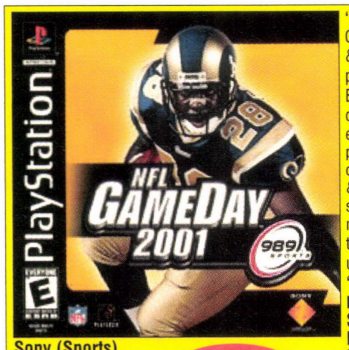
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Mr. Driller™





BASIC STRATEGIES

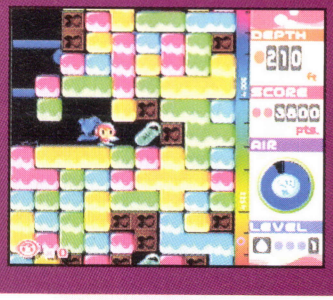
Like many of the best games, Mr. Driller is easy to learn and very difficult to master. Only by playing it repeatedly will you have the chance to learn its intricacies and enter the "driller groove," where you instinctively know exactly where to dig next.

The most basic advice for the game is given during the intro sequence: "Drill as fast as you can!" In order to get through the game effectively, you need to be incredibly fast with your drill. Despite that important advice, quick drilling is not what the entire game is about. No, Mr. Driller is not only about being fast, it's about quick thinking as well.

A technique that you will have to learn early in the game is digging a hole, grabbing an Air Capsule and bolting out of there before the blocks it was supporting come crashing down on you.

Remember that you can also dig up and clear blocks that are hovering and about to fall. That simple move can easily save Driller's life.

One last thing: If you have a controller with Turbo Fire, use it. It will make digging through all those block a lot easier.

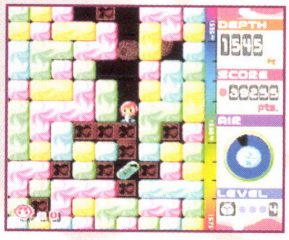


COMBOS

Mr. Driller just wouldn't be a real puzzle game if it didn't feature combos, so mastering combos is the best way to clear stages quickly and earn big points.

As you drill downward, keep a sharp eye on how the blocks are positioned. Sometimes taking out certain blocks can start a chain reaction that will eliminate huge sections of blocks with just a single motion of your drill. Just be careful—sometimes chain combos will cause lone blocks to come crashing down to where you're standing.

Also, make sure that you're not spending too much time trying to set up combos. The goal is to get to the bottom—the combos will follow you if you hurry.



X-BLOCKS

The cursed X-Blocks. You will learn to hate these brown-colored barriers almost immediately. In addition to taking five hits to destroy, they also sap 20 percent of your Air. Unfortunately, in the later levels, most of the Air Capsules are surrounded by them. When this happens, you'll need to set up a combo for the X-Blocks to make them disappear.

Be sure not to trap yourself in a situation where you're surrounded by X-Blocks on all sides. The only way to escape this trap is to dig your way out, and that costs you precious Air.

STAYIN' ALIVE

Once you really get into the game, you'll find that there's so much going on it's easy to lose track of things and unnecessarily lose a life. You need to be extra alert once the action starts to get hectic.

Your main concern should be falling blocks. When at all possible, try to dig in a straight column to avoid having bricks falling from above.

While you're dodging falling blocks, keep a watchful eye on your Air Gauge. You don't regain Air between levels, so go out of your way to get the Air Capsules. You even get bonus points for them, so there's no excuse for being caught short of breath.

Overall, the most important thing is to keep moving. If you're constantly on the go, the chances of getting hit by a block decreases significantly. Nothing is more embarrassing that being crushed after completing a huge combo.

TIME ATTACK

After honing your skills in Arcade Mode, it's time to check out Time Attack Mode. This is where the real challenge of the game is. As in Arcade Mode, the goal is to get to the bottom as quickly as possible. This time, however, that's your only goal. Don't waste time trying to set up combos as there's no point to it in this mode. There's not even an Air Meter in Time Attack, so that's one other worry off your back. To clear each stage, however, you must reach the bottom within a very strict time limit.

Replacing the Air Capsules in this mode are the Clocks. If you are even thinking about getting through this mode, you'll need to become familiar with them fast. The Clocks all have numbers on them, and collecting them removes that many seconds from your timer (generally between one to three seconds). While that may not sound like much, a second can mean the difference between clearing the course and having to start all over.

Prepare to play through these courses multiple times. The way that they're laid out, you'll need to move though them quickly and nearly flawlessly in order to beat the given time. It's a lot of effort, but if you can do it, consider yourself a master driller.

AFTER TIME ATTACK

Those Time Attack puzzles may have been tough, but you're only half through. Once you beat all the Time Attack levels, the "reverse" levels open up. These puzzles are even more challenging than the normal ones, and you have much less time to complete them in! Many of the strategies for the Time Attack Mode still apply, so you'll be able to beat them with practice. Just remember that you'll need to move fast and flawlessly.

Once you beat all the reverse stages, you will earn a new outfit for Mr. Driller. At the title screen, hit Select to change Mr. Driller into his stylish new blue outfit. It may not be much, but it's a nice change.



(cont. from page 116)

pause. The "Cheat Menu" will appear at the bottom of the screen. Access this option to get access to all letters, mucho fruit, infinite lives, etc.

Tomorrow Never Dies

While playing, press Start to pause. Enter the following codes for the results as shown.

Immunity From Bullets: Select, Select, Circle, Circle, Triangle, Select.
Pass Through Walls: Select, Select, Circle, Circle, Triangle, Triangle, Triangle, Triangle.
Every Weapon and 50 Health: Select, Select, Circle, Circle, L1, L1, R1, R1.
Mission Complete: Select, Select, Circle, Circle, Select, Circle.

Tony Hawk's Pro Skater

If you're looking to unlock the fun of one of the PlayStation's best game of all-time, you'll have to pause the game, then enter one of the following cheats. The screen should shake. Afterwards you'll be rewarded with skateboarding madness, and Officer Dick if you tap in the Blowout Trick.

Big Head Mode: Hold L1 and press Left, Up, X, Down, Up, X.
Special Available Anytime: Hold L1 and press Square, Up, Left, Up, Circle, Triangle.
Get 10X Multiplier: Hold L1 and press Triangle, X, Triangle.
Get 13X Multiplier: Hold L1 and press X, Square, Square, Triangle, Up, Down.
Slow Mo: Hold L1 and press Left, Square, Left, Square, Left, Square, Left.
Go To Restart Option: Hold L1 and press Circle, Square, Circle, X.
Get All Practice Mode Levels: Hold L1 and press Square, Up, Left, Up, Circle, Triangle. Quit the level you are playing and go to the menu.
Blowout Trick: From the menu, access Career Mode. Begin a new game and press Start to pause. Press and hold the R1 button and enter Circle, Right, Up, Down, Circle, Right, Up, Square, Triangle. The screen shakes if entered correctly. Go to the main menu screen. Choose to continue the Career Mode and everything becomes available.

WIN OVER $25,000 IN PRIZES



Have you ever dreamed of owning the ultimate gaming rig or home theater system? Here is your opportunity!! If you win, we give you a budget and you go on a shopping spree. Tailor your package exactly how you want it. We do not want to pick your prizes for you. You get what you want. The packages described below are examples of what you could buy with your winnings. Not interested in this contest. Check out other contests, and the largest selection of music merchandise available at www.INFIN1.com.

CONTEST #1 - VIDEO GAMES

Sony Playstation Dual Shock, Sega Dreamcast, Game Boy Color, and Nintendo 64 Funtastic Series. Get all four or trade what you don't want for cash. Options include accessories, plenty of games, Sony Playstation 2 and 36" monitor. Base prize package value $1200.

CONTEST #2 - COMPUTER

700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

CONTEST #3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail, four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase.

Typically 78% attain the highest score in phase 1, 65% in phase 2, 38% in phase 3 and 31% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are descibed below puzzle. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS. All entries must be post marked by Oct 25, 2000.

PRIZE PUZZLE #1

WORD LIST

TOWER	- P	LEGAL	- Y
EARTH	- X	EMPTY	- V
WORLD	- U	WATER	- T
SPACE	- W	COAST	- A
HAPPY	- O	FIELD	- B
SHARE	- Z	~~BLADE~~	~~- D~~

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down.
HINT: Read the secret word clue.

		T			
H					
B	L	A	D	E	D
			S		
				L	

SECRET WORD →

SECRET WORD CLUE:

What comes after yesterday but before tomorrow?

ENTER ME IN THE FOLLOWING CONTESTS:

☐ ($3) Video Game ☐ ($3) Home Theater
☐ ($3) Computer ☐ ($5) All Three - Save $4

101

Name

Mailing Address Apt #

City State Zip

SEND CASH, MONEY ORDER OR CHECK TO:

ELATION, P.O. BOX 62126 DEPT 953, MINNEAPOLIS, MN 55426

This puzzle is void where prohibited. Employees of Elation, Inc and its suppliers are ineligible. Judges decisions are final. Where judges are in error the sponsor's liability is limited to the amount of entry fees paid. Elation is not responsible for lost, delayed or stolen mail. Winners will be determined no later than July 01, 2001. This contest is open to residents of the U.S. and Canada only. If you are under 18, you must have parents permission to play.
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Value of prize packages as follows: Video Game package $1200 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 612-826-0033.



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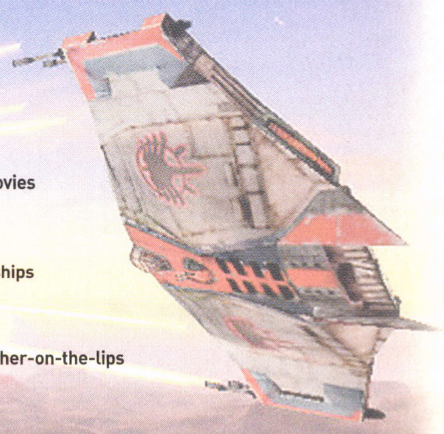
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Star-Wars-Talk-ing-bout-Star-Wars
the-big-hair-y-guy-and-the-guy-with-the-gun.
They've-got-a-sword that looks like-a-flash-light
the-chick-with-the-ear-muffs-and-the-old-decrepit-man.
and-the-gold-en-dro-o-oid-ta-a-a-alks-too-much
and-the-blue-one-loo-ooks-like-a-trash-can
and-Wedge-was-the-only-fighter-pilot-who-lived-through-all-three-of-the-movies
Star-Wars-Talk-ing-bout-Star-Wars
there's-Darth-Vader-and-that-Admiral-guy
they've-got-a-big-narly-space station-lots-of-stormtroopers-and-really-cool-ships
and-Lu-u-u-uke-blew-ew-ew-it-up
a-and-Han-saved-his-ba-acon
a-and-they-all-got-medals-in-a-nice-ceremony-a-and-Leia-kissed-her-bro-other-on-the-lips
Star-Wars-Talk-ing-bout-Star-Wars
this-song-is-not-licensed-by-lucas-film-ltd.
And-if-they-ever-found-out-I-can-be-put-in a cell with bubba

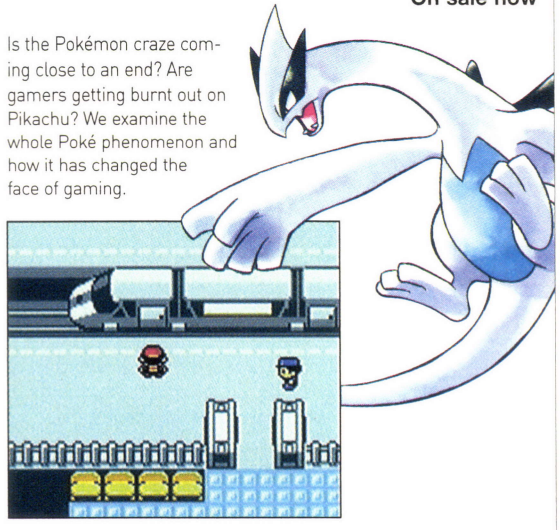


Editorial content subject to change

ELECTRONIC GAMING MONTHLY™

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- Full Preview of Ultimate Fighting Championship for Dreamcast
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- Spider-Man previewed for Dreamcast
- Review of Square's Chrono Cross
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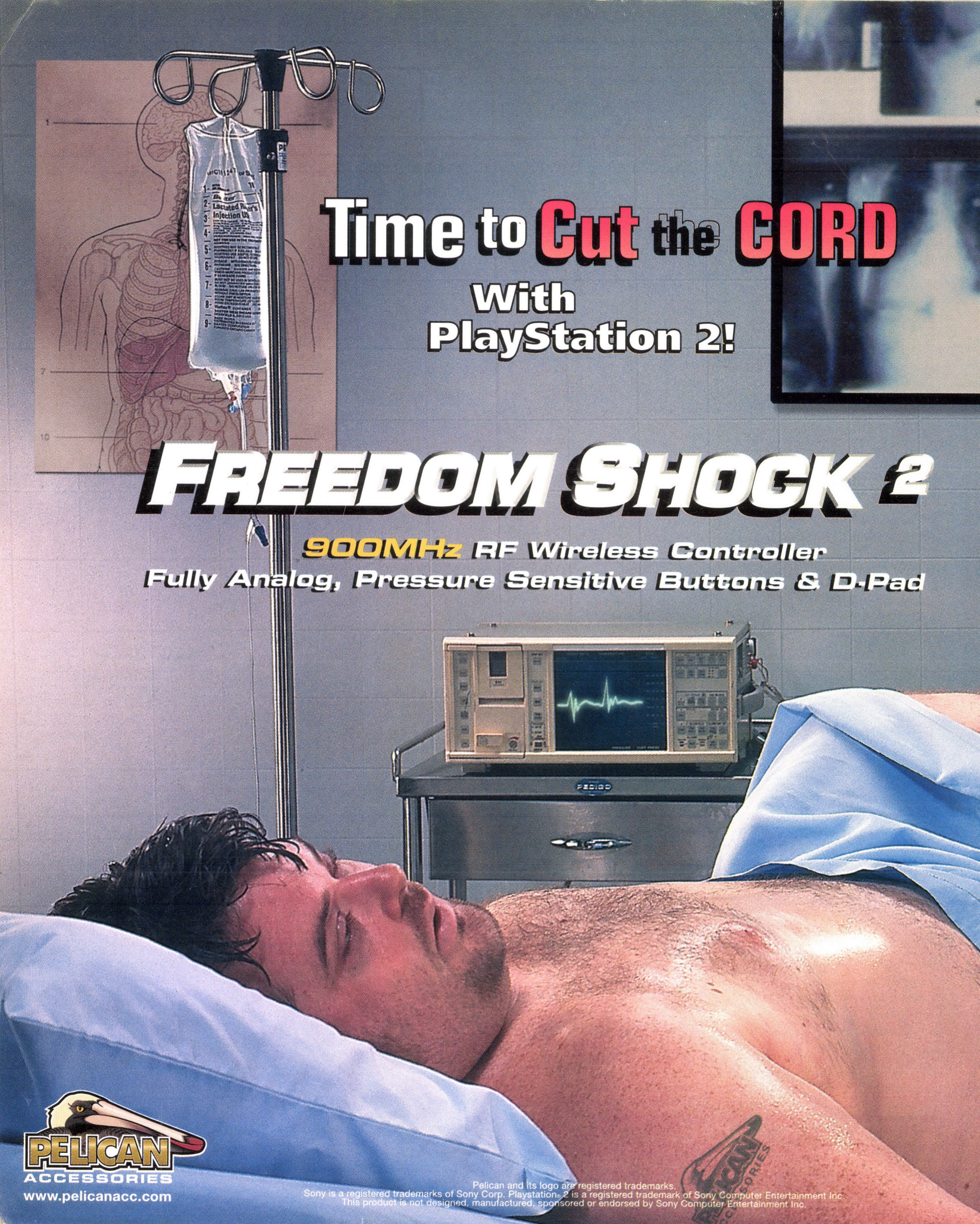
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As if we had to tell you, September's *Expert Gamer* will continue with more Perfect Dark coverage. Look for more secrets than ever, fantastic multiplayer tactics and final boss strategies. The N64 beat goes on with a look at Kirby 64. It's a great game, and XG's strategy will leave nothing to chance. Moving on to everyone's favorite little gray box, there's a full walkthrough of Chrono Cross, the latest RPG in Square's "Summer of Adventure." Also, look forward to some early coverage of Mario Tennis.

- Perfect Dark "perfect agent" tips and strategy
- All you need to get through Kirby 64
- Mario Tennis special shots and character breakdown
- Chrono Cross battle system coverage
- X-Men fighting action, moves list



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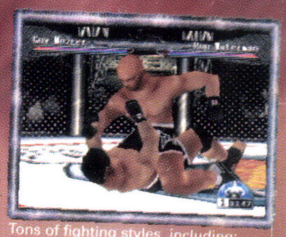
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UNCLE

WHEN YOU DON'T HAVE ANY

TEETH



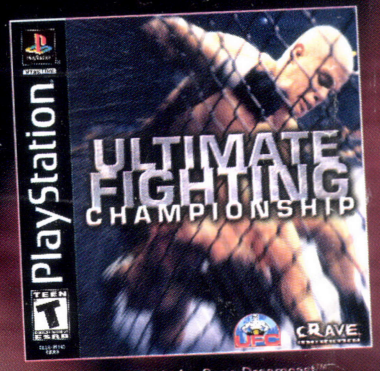
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